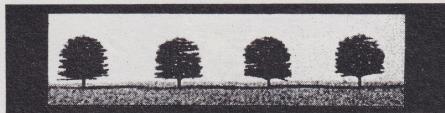


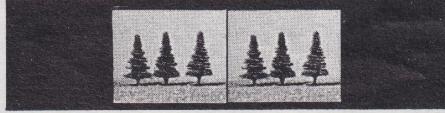
K&M MODEL TREES

The Trees Used By Games Workshop



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



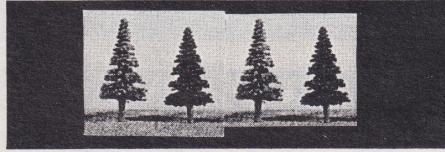
Green Fir Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



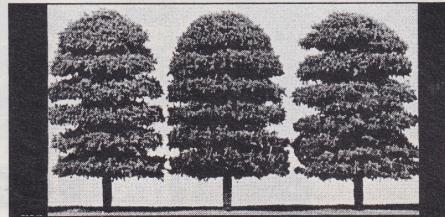
Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



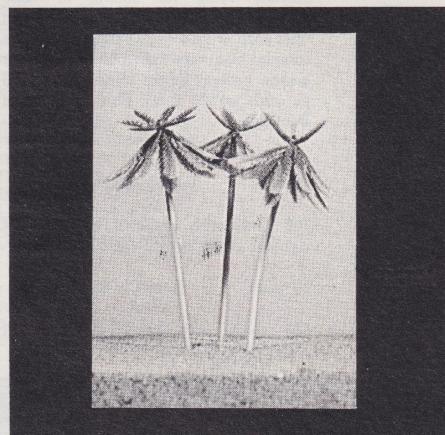
Green Fir Size 1A Height - 5.5cm no base
Height - 6.5cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



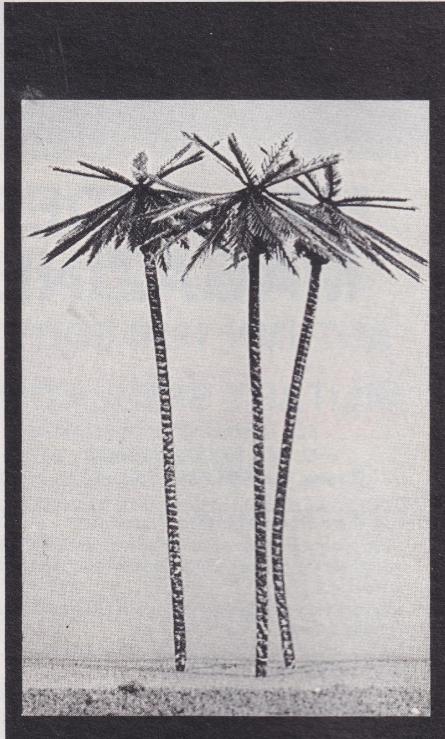
Green Deciduous Size 3 Height - 13cm no base
Height - 15cm with base

\$4.00 each unbased or \$72.00 for a box of 20 unbased
\$4.50 each based or \$81.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



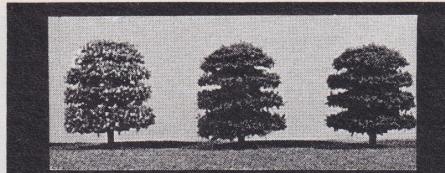
Small Palm Tree Height - 8cm without base
Height - 8cm with base

\$2.25 each unbased
\$2.75 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



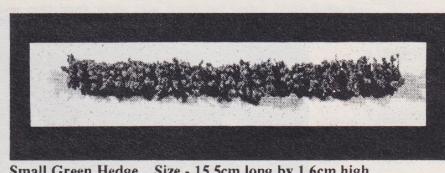
Large Palm Tree Height - 16cm no base
Height - 16cm with base

\$8.50 each unbased
\$9.00 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



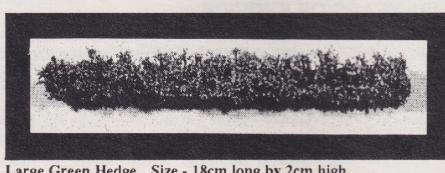
Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.50 each unbased or \$56.00 for a box of 25 unbased
\$3.00 each based or \$67.50 for a box of 25 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



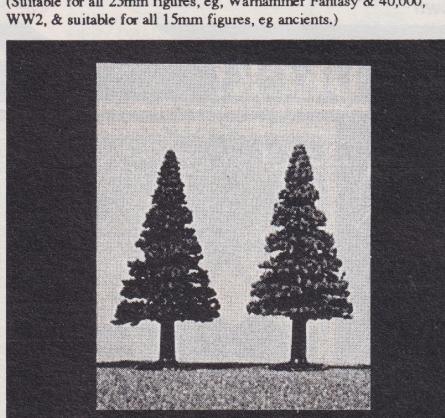
Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.50 each or \$45.00 for a box of 20
(Suitable for 15mm ancients, napoleonic, fantasy, etc, or as a small hedge for 25mm, eg, Warhammer Fantasy, 40,000, World War 2)



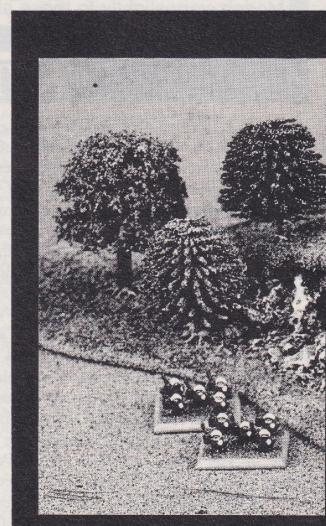
Large Green Hedge Size - 18cm long by 2cm high

\$4.00 each or \$72.00 for a box of 20
(Suitable for 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War 2, US Civil War, etc.)



Green Fir Size 2A Height - 10cm no base
Height - 12cm with base

\$3.00 each unbased or \$54.00 for a box of 20 unbased
\$3.50 each based or \$63.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Collectable Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Magic: The Gathering

WIZ Magic: the Gathering - Gift Box

\$39.95

Another new release from *Wizards of the Coast*, which we have only just found out about today. This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifepoints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ Magic: Revised Starter Deck

\$14.95

Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by *Wizards of the Coast*, and is the first product in the **Deckmaster System**. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's *Ante*. Seven cards are dealt, the remainder form the *Library*, from which cards are drawn - discs go into the *Graveyard*. Each player has 20 *Life Points*, and the winner is the first to reduce his opponent to 0. The loser forfeits the *Ante*. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a *Spell* card. Spells are cast using *Mana*, which comes from *land* cards. Creatures are also called forth to do battle against the opponent.

The Starter Deck comes with a random assortment of 60 cards from a total of over 360. It contains at least 2 rare and 2 uncommon cards. Each person needs at least 2 decks to play. To buy a sizeable proportion of the set with heaps of land cards, buy a whole display, which gives you a total of 600 cards (with lots and lots of double ups, of course)...

\$135.00

WIZ Magic: Revised Booster Pack

\$4.95

A random assortment of 15 cards, with at least one rare and one uncommon card. Some packs may also contain cards from *Antiquities* or *Arabian Nights*. To get a large proportion of the set of Unlimited White Border cards, buy a whole display of 36 packs, 540 cards...

\$162.00

WIZ Magic: The Dark Booster Pack

\$6.70

Our stocks of *The Dark* sold out within a day of arriving each time, but we have been able to obtain more stocks of the cards - though at a price of **double** US retail. Please note that our stocks of this product, even at this high price, will probably last about a day once the catalog goes out. So if you want to buy some - be quick. From the depths of Dominia comes a new addition to the game - with more than 100 new cards for use with your deck. Each booster pack contains a random assortment of 8 cards. That means that a display of 60 packs should give you around 80-90% of the complete set of Dark Cards, with heaps of double ups. If you still want the display...

\$400.00

WIZ Magic: Fallen Empires Booster Pack

\$3.20

Now in stock! In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadion prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels... Each booster pack contains 8 cards, chosen randomly from an assortment of around 100 new cards. That means a display of 60 packs should give you around 80-90% of the complete set of Fallen Empire cards. If you still want the display...

\$172.00

WIZ Magic: Ice Age (Dune June)

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for *Magic: The Gathering*. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. *This is NOT a limited release.*

Ice Age Starter Deck 60 cards + rules \$16.00 Starter Display \$144.00 (600 cards)
Ice Age Booster Pack 15 cards \$4.95 Booster Display \$160.00 (540 cards)

WIZ Magic: Chronicles (Due Aug)

A new expansion set for *Magic: The Gathering* which most *Magic* players will be lining up for. This Booster display contains packs of 12 cards, which will include a random assortment of cards from *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*. The *Legends* cards will be most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. The other cards from those four series will not be re-released. These cards will also have white borders, so that the original black border cards will not lose their value as collector's items. There are 12 cards in a booster pack, so I am guessing that there will be 45 packs in a display, making a total of 540 cards.

Chronicles Booster Pack \$3.95 Booster Display \$160.00 (540 cards)

WIZ Magic: Pocket Players Guide

\$15.95

A paperback book that contains updated rules for *Magic: The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

WIZ Arena

\$9.95

The first novel written for the *Magic* world. It follows the story of Garth One-Eye, who comes to Dominia to enter a Wizards Challenge, or Duel. I read the first few pages and was impressed by the easy reading style.

WIZ Whispering Woods

\$9.95

The second *Magic* novel. Wizards are nothing but trouble - just ask Gull - he works for one. Under ordinary circumstances Gull would have laughed when the wizard offered him a job. But with his village destroyed and his slow-witted sister to look after, what choice did he have? But between the brawls, magic battles, and a strange artifact, Gull did not have the time to catch his breath. But then his sister began to collect her wits, and things got really interesting.

Jihad

WIZ Jihad Starter Deck Limited Edition

\$19.95

The second game in the Deckmaster system, by Wizards of the Coast, set this time in the world of *Vampire* by White Wolf. It retains the gothic punk feel of the game, emphasizes combat and politics. Blood is a key element, for the vampire a player represents as well as for servant vampires. Most vampires are a member of one of the seven vampire clans. Players fight against other vampires for control of vampires, strategic locations like radio stations, police stations, and titles such as Prince of Chicago. Rules are more complex than *Magic*, but are better suited to multi-player games. Please note that we have only limited numbers coming of these two items, so get your order in *really* quickly! The Unlimited Edition will not be available until next year.

Comes with a random assortment of 76 cards from a total of 300 - 400. It contains at least 2 rare and 2 uncommon cards. Each person needs at least 2 decks to play. To have a good crack at buying a fair proportion of the set, buy a whole display, which gives you a total of 760 cards (with lots and lots of double ups, of course)...

\$179.00

WIZ Jihad Booster Pack Limited Edition

\$5.95

Comes with a random assortment of 19 cards. It contains at least one rare and at least one uncommon. To buy a large proportion of the whole set of Limited Black Border cards, buy a whole display, with 684 cards...

\$192.00

WHT Jihad: The Eternal Struggle

\$15.95

The official *Jihad* card game players guide, produced jointly by White Wolf and Wizards of the Coast. Learn the games hidden strategies and secret paths to victory while discovering more about the world that spawned such a titanic war. More details later.

Spellfire

TSR Spellfire: Starter Deck First Printing

\$19.95

TSR has jumped on the collectable trading card band wagon. Their game is set in the AD&D world, that pits Forgotten Realms against Greyhawk against Dark Sun against Ravenloft. You attack, defend, and acquire in a fast game of magic, wealth, and power for two or more players. Rules are very simple, but play very well for multi-player games. If you like AD&D you'll like the game, but if you like *Magic*, forget it.

This is the First Printing of *Spellfire*, with 20 new rare cards. We have been able to obtain more stocks of the item, as TSR will be releasing new booster packs for the game throughout 1995. But don't get too excited by the artwork - most of it we have seen before, and land cards are simply cut-outs of their maps - very sloppy indeed. This Starter Deck has two sets of 55 cards, which allows two players to start play immediately. There are 400 cards in the complete set. Each Deck has 16-20 rare cards and 30 rare and uncommon. To have a good crack at getting a good proportion of the whole set, buy a complete display of 660 cards...

\$108.00

TSR Spellfire: Forgotten Realms Booster Pack # 4

\$5.50

The third Booster Pack for *Spellfire*. It has 15 cards of AD&D artifacts. Includes uncommon & rare cards. There are approx 100 new cards. A display of 36 packs should have around 80-90% of the complete set of artifact cards. If you still want the display...

\$178.00

TSR Spellfire: Artifacts Booster Pack # 5 (Due May)

\$5.50

The third Booster Pack for *Spellfire*. It has 15 cards of AD&D artifacts. Includes uncommon & rare cards. There are approx 100 new cards. A display of 36 packs should have around 80-90% of the complete set of artifact cards. If you still want the display...

\$178.00

TSR Spellfire: Powers Booster Pack # 6 (Due Sep)

\$5.50

The third Booster Pack for *Spellfire*. It has 15 cards of AD&D Powers. Includes uncommon & rare cards. There are approx 100 new cards. A display of 36 packs should have around 80-90% of the complete set of powers cards. If you still want the display...

\$178.00

TSR Master of the Magic: Spellfire Reference Guide (Due June)

\$24.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations, and tournament rules. All 797 individual *Spellfire* cards printed in 1994 are shown in full color with their rarity. Yippee.

Star Trek Next Generation

DEC Star Trek Next Generation: Starter Deck

\$17.95

By Decipher Inc, who brought us *HOW TO HOST A MURDER*, including one set in the *Star Trek Next Generation Universe*. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. Prices are higher than we were originally quoted by the supplier in Sydney.

A brilliant game that will delight *Star Trek* fanatics such as myself, trading card collectors, and players of games such as *Magic*, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include *mission cards*, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; *dilemma* and *interrupt* cards, which you play on your opponent to slow his attempt to achieve missions; *artifact cards*, which give your ships/teams special powers; *outpost cards*, where you dock & launch ships, personnel appear, etc; *ship cards*, for all three races and non-aligned races, & which rate range, weapons, shields; *personnel cards*, crews with which to form Away Teams; & lastly *equipment cards* and *event cards*. Rules are 35 tiny pages.

These are the *Unlimited White Border cards*. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play. To get a good proportion of the set, buy a complete display of 720 cards, with lots of double ups, of course, for...

\$194.00

DEC Star Trek Next Generation: Booster Pack

\$5.50

A random assortment of 15 cards of the *Unlimited White Border* edition, with at least one rare and one uncommon card. To get a large proportion of the entire set of cards, buy a whole display of 36 packs; 540 cards...

\$178.00

4 - Collectable Trading Card Games

DEC Star Trek Next Generation Card Game Factory Set (April) \$189.95
 This special Factory Set will be a very hot item. It will contain the *entire* set of Star Trek Next Generation cards. The cards will have silver borders and rounded corners, and can be used in all "official" games. This special factory set is designed specifically for those who want to collect all the card images. (Like me!) There are around 380 cards.



Blood Wars

TSR Blood Wars Starter Deck (Due Mar) \$19.95
 A brand new, stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately. For 2 to 5 players. To get a fair proportion of the set, but with tons of double ups, buy a complete display of 600 cards.... \$108.00

TSR Rebels & Reinforcements: Blood Wars Booster Pack (Mar) \$4.95
 This booster Pack adds more troops and leaders for your extra-planar legions, including cards not available in the Starter Decks, including "chase cards". TSR says... "These packs increase a players ability to 'win'." Wow. To get a high proportion of the complete set of ??? cards, buy a complete display of 540 cards... \$178.00

TSR Factots & Factions: Blood Wars Booster Pack # 2 (June) \$4.95
 This booster Pack deals with leaders, legions and luck of the secret societies of the City of Doors at the center of the Planes. TSR says... "These packs increase a players ability to 'win'! Smokin'! To get a high proportion of the complete set of ??? cards, buy a complete display of 540 cards... \$178.00

TSR Powers & Proxies: Blood Wars Booster Pack # 3 (Aug) \$4.95
 This booster Pack adds the gods themselves, who rumble in the Realms, pummel in the Planes, and lead their own legions into eternal combat. TSR says... "These packs increase a players ability to 'win'." Get down! To get a high proportion of the complete set of ??? cards, buy a complete display of 540 cards... \$178.00

On The Edge

ATL On the Edge Starter Deck Unlimited Printed Run \$17.95
 By Atlas Games, this is a "psychosurreal Trading Card Game based on the *Over the Edge* Role Playing Game. Players adopt the roles of powerful, behind-the-scenes conspirators struggling for control over the Mediterranean island of Al Amarja. At their service are bizarre technologies, ancient magics, powerful secrets, and a roster of characters ranging from street thugs to symbiotic alien lifeforms. Quality of artwork is superb - easily a match for *Magic*. The art is done by many different artists, and has a dark "gothic punk" feel to it. The game has been rated slightly higher than *Magic* by one independent magazine. Stocks are limited so get in quick.

The Starter Deck contains 60 cards out of a total of 269 in the set, and comes with the rules required to play. The Limited Print Run was sold out quickly in the USA. To have get a good proportion of the set of cards, buy a whole display, with 600 cards... \$162.00

ATL On the Edge Booster Pack Unlimited Print Run \$5.50
 A random assortment of 15 cards, with at least one rare and one uncommon card. To get a high proportion of the complete set of cards, buy a whole display of 36 packs, 540 cards... \$178.00

Doom Trooper

HEA DOOM TROOPER STARTER DECK (Due March) \$17.50
 The people who've brought us the excellent *Mutant Chronicles* game, are bringing out a high quality collectable trading card game. This is a very dark techno-fantasy universe, and in game play each player utilizes his available warriors representing the Cartel or the Dark Legion to do battle against the forces of their opponent. Warrior cards are placed on the table to form squads of Doomtrooper or Dark Legion warriors. Warriors gain Promotion Points through combat, completing missions, etc. There are 337 cards in the first printing, featuring superb artwork the equal of Games Workshop, featuring warriors, weapons, equipment, Dark Symmetry, missions, etc. The cards will be worth collecting merely for the quality of the artwork. Starter Decks have 60 cards & rulebook - 45 common cards, 13 uncommon, 2 rare. If you want to get a good proportion of the set of 337 cards, buy a whole display of 600 cards, for... \$158.00

HEA DOOM TROOPER BOOSTER NECPAKS (Due March) \$5.50
 Each Booster Pack has 15 cards: 11 common, 3 uncommon, 1 rare. If you want to get a large proportion of the whole set of 337 cards, buy a whole display of 540 cards, for... \$178.00



Star of the Guardians

MAG Star of the Guardians Starter Deck (Due Mar) \$17.50
 A absolutely stunning trading card game designed by Don Perrin and based on the best selling novels of Margaret Weis. The Limited Edition has 200 cards, and the Unlimited Edition will have 325 cards (including the original 200). I expect we will be getting the Limited Edition initially. The game is set thousands of years into the future, set in the aftermath of a bloody revolution which resulted in the overthrow of the Starfire monarchy. Now powerful warlords jockey against each other to control segments of the empire. Technology is important, but your military and personalities are crucial. The Starter Deck has rules and 60 cards. System cards are found in these Starter Decks only.

MAG Start of the Guardians Booster Pack (Due Mar) \$5.50
 Each booster pack contains 15 cards featuring stunning artwork. We expect to obtain the Limited Edition cards initially, with a total of 200 cards in the set. There are no System cards in the booster packs. If you want to buy almost the whole set, buy a complete display of 540 cards for... \$178.00



Wyvern

USG Wyvern Starter Deck (Due March) \$15.95
 Another collectable trading card game featuring stunning new art and fast moving game play. *Wyvern* is a game of dragons, dragon slaying, and treasure. *Wyvern* is based on actual dragons in mythology and features a kingdom of mythological creatures, characters, and settings. Players rule over a vast empire where the dragons are paid gold treasure to fight for them. The object of the game is to defeat an opponent's army on a battlefield of Dragon and Terrain cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected. Please get your orders in quickly, for we have only a limited number of these coming. A starter deck has 60 cards and rules.

If you want to buy a good proportion of the set of 239 cards, buy a whole display of 720 cards, with heaps of double ups. \$172.00

USG Wyvern Booster Pack (Due March) \$4.95
 Each booster pack comes with 15 cards, out of a total of 239. If you want to get a large proportion of the complete set, buy the whole display of 540 cards, with lots of double ups... \$162.00



Illuminati

STE Illuminati Starter Double Deck (Due March)

\$19.95

The Limited Edition first print run of this new trading card game has already sold out, so we are advertising the 2nd Printing here, which will be available around March. Illuminati has been brought out by Steve Jackson, of course, who quickly realised that their game of global conquest and subterfuge was perfectly suited to a trading card game. The Starter Double Deck has two decks of 55 cards and 16 large pages of rules (ie, lots more rules than Spellfire!). There were 409 cards in the Limited Run, so we expect a similar number in the 2nd Printing. To play you need two D6, and 30 Life Point Stones (unless of course you want to use pebbles or seashells!) Illuminati can be played head to head with two players, or in a group with 3 - 6 players. The object of the game is to control the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Group cards. They are added to your power structure as your puppets - unless a foe takes them from you. You win by controlling enough groups, or by fulfilling the special goal of your own Illuminati, or by meeting the objectives on a Goal Card, or by destroying all your opponents. If you want to get a good proportion of the set of 400 + cards, buy a whole display of 6 double decks, 660 cards, with tons of double ups... \$108.00

STE Illuminati Booster Pack (Due March)

\$4.95

Containing 15 cards with at least one rare and uncommon card. If you want to get a high proportion of the whole set of 400 + cards, buy the whole display of 540 cards... \$162.00



Rage

WHT Rage Starter Deck (Due May)

\$15.95

It has been said that as the Apocalypse draws nearer, Garou will fight Garou. Werewolves will war with their own kind, battling for dominance and glory. Rage is a trading card game produced by White Wolf, of savage combat, where players pit their werewolves against each other in brutal war, using supernatural powers, summoning spirit allies and wielding mystical fetishes. The wolf pac with the most Renown wins, whether through destroying creatures of the Wyrm or defeating another players werewolves. There are over 300 collectible cards, illustrated in full color by hot comic and game artists. 2 or more players can play. Fast and furious game play uses a new rules system which allows players to choose the length of their games.

The Starter Deck contains 60 cards and rules. If you want a good proportion of the set of 300 + cards, buy a whole display of 10 decks, 600 cards, with heaps of double ups... \$144.00

WHT Rage Booster Pack (Due May)

\$3.95

The Booster Pack for Rage contains 12 - 15? cards, with at least one rare and one uncommon. If you want to get a high proportion of the set of 300 cards, buy a whole display, 288 - 360? cards... \$85.00



Hit Dice

TSR Hit Dice Collectable Trading Dice Game (Due Sep)

\$29.95

First there were collectable trading cards - and now - collectable dice! This Game boxed set contains a unique mixture of collectable dice. Each player creates an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. Each Game boxed set contains 24 dice with varying degrees of rarity. The dice are colorful and come in many sizes. TSR says, "A new game concept that every role-playing gamer will want."

TSR Hit Dice Dragons Booster Set # 1 (Due Sep)

\$13.95

The first booster boxed set for Hit Dice, with 14 new dice. This set allows the players to add extra dice to aid their game strategy. There are a range of 25 dragons only found in this Booster set. The dice are colorful and come in many sizes. TSR says, "Collectable games are hot right now and dice have been selling well for years. This makes an ideal marriage of this combination for a unique new

game." Who writes this stuff?

TSR Hit Dice Undead Booster Set # 2 (Nov)

\$13.95

The second booster boxed set for Hit Dice has 14 new dice randomly chosen from 25 new dice, adding Undead beasties and monsters to your game. The dice are colorful and many sizes.

Accessories

ARM Magic: The Gathering Life Point Stones - 25 Glass Stones

\$4.50

25 Transparent glass stones in a plastic tube. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine.

ARM Magic: The Gathering Life Point Stones - 20 Glass Stones & Pouch

\$6.50

20 Transparent glass stones and a pouch the same color to put them in. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine.

ARM Magic: The Gathering Life Point Stones - 30 Glass Stones, Pouch & Card Holder

\$7.50

30 Transparent glass stones, a pouch to put them in (the same color), and a Deluxe Hinged Plastic Card Holder that fits over 100 cards. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. Also usable as Jyhad Blood Points.

ARM Magic: Fallen Empires Bonus Pack

\$4.50

To use Fallen Empires you need counters, as you can upgrade some cards to others once they have enough counters on them. This Bonus Pack includes 20 poker chips to place on the cards, as well as 20 glass life point stones. Colors are ruby, emerald, sapphire, citrine, amethyst, black.

GYM Collectors Album Ringbinder

\$15.95

This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards!

GYM Superpro Sheet Card Holders (1)

\$0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM Floppy Card Sleeves (100)

\$2.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a useable format.

GYM Rigid Top Loader (25)

\$7.00

If you want better protection for your cards than the floppy card holders above, these 25 plastic card holders are rigid, transparent, and hold one card, fed in through the top.

A rigid, hinged plastic card holder for 1 card, for those rare, valuable cards.

GYM Snap Tite No Screw Card Holder (1)

\$0.95

Also a rigid, hinged plastic card holder for 1 card, except that the holder is bigger than the above one.

GYM Screw Down Card Holder (1)

\$2.25

For those really expensive, rare cards. This is a rigid, plastic card holder with a screw in each corner to hold it together.

GYM Plastic Card Box (Fits 330 cards)

\$2.00

Made of corrugated white plastic, including a fold in lid. It fits 330 standard trading cards.

GYM Plastic Card Box (Fits 550 cards)

\$2.00

Made of corrugated white plastic, including a fold in lid. It fits 550 standard trading cards.

GYM Plastic Card Box (Fits 660 cards)

\$2.00

Made of corrugated white plastic, including a fold in lid. It fits 660 standard trading cards.

CRF500CB Ultimate Collection 50 Card Plastic Box

\$3.95

Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB Ultimate Collection 100 Card Plastic Box

\$3.95

Made of durable, rigid plastic, this box fits 100 trading cards.

CRF3536P Screw Down Card Holder for 2.5" x 4.75" Cards

\$2.95

Rigid, screw down plastic card display holder for those wide cards.

CRF5732B Screw Down Double Card Holder

\$3.95

Rigid plastic deluxe holder for 2 valuable cards. Black bordered.

CRF5733B Screw Down Triple Card Holder

\$4.50

Rigid plastic deluxe holder for 3 valuable cards. Black bordered.

CRF5734B Screw Down Quad Card Holder

\$6.95

Rigid plastic deluxe holder for 4 valuable cards. Black bordered.

CRF5739B Screw Down 9 Card Holder

\$15.95

Rigid plastic deluxe holder for 9 valuable cards. Black bordered.

REA Scrye Life Point / Blood Point Counter

\$17.95

A novel and space-efficient manner of recording your Magic Life Points or your Jyhad Blood Points.

This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scrye Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Red, Blue, Gold, Pewter, Green, or Copper.

Trading Cards

We are also heavily into Sports and Non-sports trading cards, receiving up to three shipments a week. At any given time we have up to 150 different titles in stock. To give you an idea of the cards we carry, we have included a small selection of them down below. We sell the cards in displays only.

If you would like to know which cards we have in stock at any given time, please ring Tam on 03 555 1022, and ask for a weekly price list to be faxed or posted to you, or ask her regarding any particular title you are after. Of particular interest are our good range of Fantasy Art trading cards.

Roleplaying Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ars Magica

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. By Wizards of the Coast.

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. \$55.00

Medieval Bestiary Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. \$30.00

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society and culture of the Middle Ages. It follows the monks journey through Europe, and details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. \$40.00

Mythic Europe The world of Ars Magica, in all the grandeur and romance of Medieval Europe, and full color map of the realm. Due?? \$35.00

Perme Fabula GM screen & mini adventure. \$20.00

Pax Del The Internal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. \$35.00

Tribunals of Iberia Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 well illustrated pages, including maps. \$22.00

Tribunals of Rome Extensive background info on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - and utterly damned. Powers of darkness rule, & mortals and mages fight amongst themselves shamelessly. 126 pages profusely illustrated. \$25.00

The Maleficent Explorers The machinations and mystique of the Infernal Realm - the netherworld. Here you can confront evil, master Dark Arts, & become a magus opposed to the Order of Hermes. 144 pp. \$35.00

The Wizard's Grimoire The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. \$35.00

Bloodshadows

HORROR Combines typical horror with a Humphrey Bogart style detective bent. By West End Games.

BLOODSHADOWS RPG A RPG setting that combines pulp adventure with dark fantasy. Tough detectives in weathered trenchcoats swap biting comments with vampires in evening gowns. Humans walk down dark streets side by side with demonic breeds and long-dead ghosts. And death awaits around every corner. Terrors await in the wilderness outside the city. This game contains the Masterbook RPG rules that is also contained in the Indiana Jones RPG. Also contains the World of Bloodshadows, around 144 pages, two decks of cards, and 2 dice. \$45.00

World of Bloodshadows This is the same book that comes in the box. It is available separately for those who have bought Indiana Jones. \$30.00

Blood of Tarrian A novel for Bloodshadows, 264 pages. Buck Granger was a survivalist. And a woman given a man's name. She lived her life by her own rules, travelling Mar's deadly Wilderness alone. Not a hero - but a courier who knew how to keep her head on her shoulders. At least until the Terror struck in Gweltor - and now she is forced into a role where her actions decide the fate of the world. \$12.00

Galitia Citybook Galitia is one of the largest cities on Mar, and one of the meanest. It's a tough, dirty sprawl of flesh mills, alchemical plants and gin joints, squeezed between the river Skorn and Pendal Mountains. \$30.00

Mean Streets A campaign supplement containing details on the isolated city of Alredura as well as GM tips. Includes an 8 panel card GM screen, with all the necessary charts and tables. \$25.00

The Fifth Horseman The sleepy little town of Guildsport has almost forgotten the time of the shadowdemons. But when a little known and weak sorcerer tries to harness the power of the world beyond the light, only a cat-breed, her human partner, and a derelict with secrets he doesn't know, can save their city. \$11.00

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the deafy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play.

Softcover. \$55.00 Hardcover \$65.00

Comme Il Faut: A Host's Guide to Castle Falkenstein The CF Ref Manual, full of ideas, guidelines, and source material to make your game even more swashbuckling and hair raising. Due Mar. \$24.00

Steam Age The Chromebook (Brassbook) for Castle Falkenstein. Packed full of Steam Age gizmos to enrich your games. Due Feb. \$28.00

Sixguns & Sorcery If you thought New Europa was larger than life, take a look at America. This is the USA sourcebook. Due April. \$30.00

The Book of Sigils: Sorcerous Orders of New Europa The inner mysteries of the Illuminatus and other sorcerous brotherhoods. Learn the rituals, spells, secret lodges, etc. Due May. \$30.00

The Unexpurgated Memoirs of Auberon Faerie Learn the secrets of

the mysterious Faerie and the lands beyond the Veil. Due June. \$28.00

Call Of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. \$45.00

Adventures in Arkham Country Five scenarios set in Arkham, Dunwich, Kingsport & Innsmouth. The major piece, With Malice Aforethought, puts the investigators on trial! \$40.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. \$40.00

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing - not quite, but certainly a lot of distinctly farcical fun. \$40.00

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. \$40.00

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. \$30.00

Cthulhu Now 2nd Edition 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hitlocations, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos groupie! \$30.00

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. \$40.00

Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Edition. \$35.00

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. \$40.00

Fatal Experiments Has three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. \$40.00

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. \$40.00

Devil's Children The horror begins at the Salem witch trials in 1692, and returns 300 years later to Arkham. This module was originally run as a tournament scenario at Conquest. \$20.00

Dire Documents A collection of bizarre stationery, letterheads, note paper, & death certificates. \$18.00

Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One in Darkness, The Pale God & Bad Moon Rising. \$40.00

Horrors on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. \$60.00

Investigators Companion, Vol One At last, a book for players! This features loads of background material on the 1920s, including equipment, travel, society, etc. \$20.00

Investigators Companion Vol Two Valuable tips to keep you investigating, including 140 different 1920 occupations, legal tips, & the state of 1920s science and forensics. \$22.00

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background incl. forbidden books, secret cults, alien races, mysterious places. \$26.00

King of Chicago A guide to Chicago in the 1920s, featuring background material and scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marseilles in France is also visited in detail. \$22.00

Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. \$35.00

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeletal town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. \$40.00

Sacraments of Evil Cor. Gu'v'nor, I think somethin' slimy just et the butter. A horrifying collection of six gaslight scenarios. \$38.00

Strange Eons Dire mysteries and threats to humankind of the Cthulhu mythos. More details later. Due Feb. \$30.00

Tales of the Miskatonic Valley Six excellent 1920s adventures, set in various parts of Lovecraft County. Learn about the Amazing Fish Boy and other strangeness. \$35.00

Terror Australis Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirrimbura, Old Fellow That Bunyip & City Beneath the Sands. \$40.00

The Stars Are Right Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golac stalks the homeless, San Francisco burns down, and worse! \$40.00

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. \$35.00

Walker in the Wastes A 224 page book. In 1848 the Franklin Expedition vanished in the ice, searching for the Northwest Passage. Eighty years later, you and your associates travel to Northern Canada to research the disaster - and find yourselves launched in a globe-spanning race to defeat the terrible god of the icy wastes. A huge campaign of discovery and horror, for experienced Keepers. \$40.00

Ye Book of Monsters New horrible and generally unfriendly creatures for Call of Cthulhu. 64 pages. Includes Bugg-Shash, Cats from Saturn, Ghroth, Lobon, Saaiti, Spectral Hunters, Wendigo, Yidra. \$20.00

CTHULHU MYTHOS ANTHOLOGIES - \$20.00 each title

1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle.

2. Mysteries of the Worm 21 in the series of classic Cthulhu mythos fiction edited by Robert M. Price.

3. Cthulhu's Heirs An all new collection of tales, modern authors follow in the squiddy footsteps of Lovecraft & pals.

4. Shub-Niggurath Cycle A collection of tales about Shub-Niggurath, the Black Goat of the Woods, an evil deity.

Champions

Note Low Prices

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era. By Iron Crown Enterprises.

Champions RPG 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. \$35.00

Champions Deluxe Features a hardback book and a CD-Rom disk for your PC. More details later. Due May. \$90.00

Alien Enemies A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. \$15.00

Allies An Enemies sourcebook, with potential allies such as Executive Sanction, The Posse, Felix 9, etc. \$18.00

An Eye for an Eye A sourcebook for Champions and Dark Champions, with heavy weapons, hot ammunition, new vehicles, package deals, Team Play, Government organizations, RAVEN agents, leaders, bases, equipment, allies & enemies, and Criminal Psychology in detail. \$18.00

Challenges for Champions Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. \$9.00

Champion GM Screen Card foldout screen for GMs. \$16.00

Champions of the North 128 page Canadian sourcebook, includes data on culture, history, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! \$20.00

Champions Universe Has a complete listing of all criminal & otherwise organisations, glossary for every character, group, location & device, timeline of important events, atlas of the world, new characters & organisations, who hates who & who likes who, etc. 189 pages. \$25.00

Classic Enemies A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the 'Escape from Stronghold' adventure. \$17.95

Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. \$25.00

Corporations Sourcebook for Champions. With over 24 corporations, each with an optional background to keep your players guessing, new perks, superteams as Corporations, corporate archetypes and villains, extensive information on Corporations and how they work. \$22.00

Creatures of the Night Nocturnal enemies for your superheroes to bump biceps and brains with. \$18.00

Dark Champions Sourcebook for a new class of superheroes - vigilantes who walk the line between Justice & vengeance. 208 pages including extensive modern weapons lists, gadgets, etc. \$27.00

Day of the Destroyer Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. \$7.50

Enemies Assemble Details later. Due May. \$26.00

Enemies for Hire Details later. Due April. \$26.00

European Enemies Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 page \$16.50

Golden Age of Champions Its World War II - do you know where your super heroes are? This sourcebook lets you recreate that Golden Age of patriotism, with weapons of WW2, vehicles, a historical timeline, 40 new Villains serving Nazi Germany and Japan etc, heroes to serve the USA, and scenarios too. 190 pages. \$30.00

High Tech Enemies A selection of villains - power armored, robots, androids, cyborgs, mutants, armed with a sophisticated array of gadgets. 40 villains are presented. \$16.00

Hudson City Blues Details later. Due Feb. \$25.00

Invaders from Below King Earthwurm and his twelve super-powered Darklings, plus a whole horde of Subterraneans, surge forth from their vast underworld kingdom to conquer the surface world. \$11.00

Invasions: Target Earth Designed to allow GM's to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean. \$11.00

Kingdom of Champions A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. \$18.00

Mind Games Mutants from the Parapsychological Studies Institute seek to destroy all superheroes by manipulating and distorting their memories or dragging out nightmares from their subconscious. \$8.50

Mystic Masters Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages. \$13.50

Normals Unbound An NPC catalogue detailing the "significant other" - the chauffeur, idiot sidekick, voluptuous media personality, politicians, cops, scientists, & a whole host of others! Ideal for campaign play. \$16.50

Olympians When the Greek gods finally freed themselves by kicking their pantheon into the 20th century! \$12.00

Pyramids in the Sky More details later. Due Mar. \$26.00

Shadows Of The City Three adventures in 144 pages: vigilantes are killing civies while hitting drug organisations, brainwashed minions of Reverend M, and occult forces in Street Magic. \$20.00

The Assassin's Directory Lots of bad guys to stop? Nov? \$35.00

Underworld Enemies Thirty new street villains to spice up games of Dark Champions, with campaign tips, adventure seeds, including a mini-campaign that introduces all the villains in the book. \$18.00

Zodiac Conspiracy Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. \$13.50

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talosian Games.

CYBERPUNK 2020 2nd Edition New Enlarged Printing This new print run features 254 pages, including heaps of revised artwork (including 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-war, nanotech enhancements, fast moving fire-fight rules, heaps of

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advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. Due July.
A&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Due Aug. \$40.00

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes information on how to create artifacts so that megalomaniacs can wield ludicrously powerful trinkets! \$40.00

Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. Due Sep. \$25.00

Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). \$22.00

Magic Encyclopedia Vol. 2 Continues the list above; each entry includes brief description, illustration, original page ref. & GP value. \$22.00

REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page mini-adventure (for level 5-8). \$16.00

REF2 Character Records 25 character sheets, 13 spell logs, plus a guide to PC-generation. \$18.00

DM's Screen and Master Index The revised DM's screen incorporates all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. Due Nov. \$20.00

ACCESSORIES - CAMPAIGN MATERIAL

Castle Sites Takes away a major campaign headache by offering the DM a solid book full of detailed, creative castle plans, showing their exteriors, floor plans, purposes, and inhabitants. 96 pages. Due July. \$25.00

City Sites For use with any campaign world, this book contains new floorplans on city & town locations, including inns, stables, smithies, noble manors, temples, jails, etc, including details on NPCs living or working in these locations. \$26.00

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruined, country manors, roadside inns, and villages? Adventure hooks are included. Due Nov. \$25.00

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of 'em and steal the loot! \$70.00

DMGR2 Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, siege warfare (mining, starvation, etc). \$30.00

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of nifty illustrations. \$30.00

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinkins (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. \$30.00

DMGR5 Creative Campaigning Nifty book that covers alternative campaigns & adventure ideas, freestyle playing, handling unexpected situations (like your sister just turned Born Again, and she burns all your books) cause their devil worship, just as Flash the Paladin was going to marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword of Instant Decapitation!), and more - worthwhile! \$35.00

DMGR6 Complete Book of Villains Guide to creating and handing memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. \$35.00

DMGR7 Complete Book of Necromancers The most terrifying of all AD&D villains, who command hordes of undead and who master death magic. Expands upon the necromancer as a non-player character against whom player characters can struggle. New powers, new spells, new items, new magical items, new personality types, etc. Due April. \$35.00

HR1 Vikings 96 page sourcebook for Norse campaigns. Includes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. \$30.00

HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. \$30.00

HR3 Celts Campaign Sourcebook A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorian characters, Heroic Feats (skills), magical plagues, traditional monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! \$30.00

HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil war, but where swashbuckling heroes could chance all for fame and fortune! \$30.00

HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. \$35.00

HR6 The Age of Heroes The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. \$35.00

HR7 The Crusades Join the likes of Richard the Lion-heart and Knights Templar in the historical exploits of the crusades from 11th - 13th centuries, attempting to take & hold the Holy Land. \$35.00

Red Steel A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the savage coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. \$60.00

Red Steel Campaign Themes An audio music CD with themes from Red Steel, Wow. Due Dec. \$30.00

Savage Barones An audio CD accessory and adventure for Red Steel. The Savage Barones, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yazak Steppes ride again. Includes source material and a short adventure. Due May. \$40.00

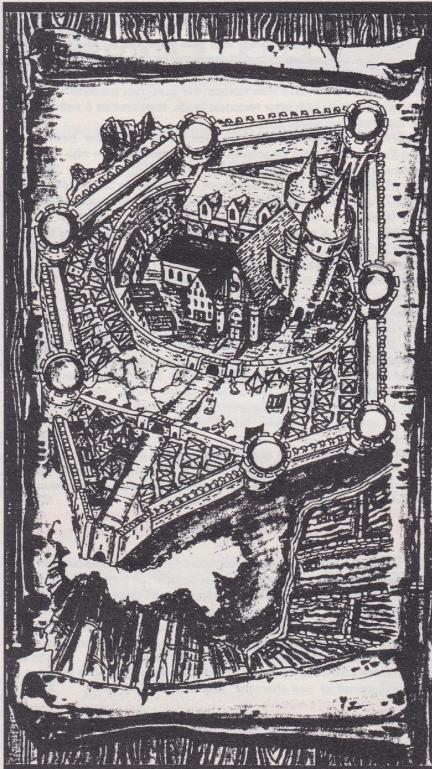
Rogues in Lankhmar Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. \$20.00

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is like the Tardis, bigger on the inside than on the outside, a madhouse of magic & death. Due April. \$20.00

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cutout \$40.00

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. \$40.00



Oriental, come become ninjas. Due Sep. \$35.00

Fighters Screen All the tables & charts a player needs if he is running a fighter player character. \$15.50

Priests Screen All the tables & charts a player needs if he is running a priest player character. \$15.50

Wizards Screen All the tables & charts a player needs if he is running a wizard player character. \$15.50

Thiefs Screen All the tables & charts a player needs if he is running a thief player character. \$15.50

Fighters Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Fighters Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Wizards Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Wizards Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Priests Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Priests Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Thiefs Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Thiefs Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Shaman Brings a new type of spellcaster to AD&D, a wizard who gains magical power from the spirit world. More subtle and versatile than a normal wizard, a shaman has extraordinary knowledge & capabilities. Due. \$25.00

ACCESSORIES - MISCELLANEA

1996 Dragonlance & Otherworlds Calendar The usual TSR calendar with 12 single illustrations & one double page spread. Sep. \$22.00

1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. \$36.00

1995 Annual Monstrous Compendium Vol. Two All the new monsters presented from all AD&D game products for this year, plus a few previously undescribed monsters. Due Jan'96. \$35.00

1995 Dragonlance & Other Worlds Calendar A selection of the year's best artwork from the TSR staff. Includes assorted bimbos, biceps popping warrior-types & various critters. \$25.00

CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. \$45.00

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm cardboard cutouts. \$50.00

Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. \$50.00

Deck of Encounters Set # 1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random. \$45.00

Deck of Encounters Set # 2 432 cards with all-new and exciting encounters with monsters or nonplayer characters. \$45.00

Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! \$35.00

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. \$45.00

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. Due March. \$50.00

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D game magical item ever created. Due June. \$50.00

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for the AD&D universe. Due Dec. \$50.00

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, VGA3, and the Castles box set - ideal for street scenes. \$38.00

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. \$40.00

GR3 Treasure Maps Features 32 colour maps, with both a DM's & a slightly vague player's versions. A brief scenario suggestion is provided for each. Great idea - could be used with any fantasy RPG. \$27.00

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, and another for the characters mission. This way the DM fools the player as to the real goal of the characters mission. \$25.00

REF6 Rogues' Gallery A collection of ready-made NPCs, representing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. \$26.00

The Worlds of TSR A softback 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. Due Aug. \$38.00

MYSTARA

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

MYSTARA: KARAMEIKOS KINGDOM OF ADVENTURE This boxed campaign setting is the next step up from playing First Quest. An audio CD is included, which helps to set the scene and accompanies adventure. The Kingdom of Karameikos lies at the heart of the Mystara world. Includes 12 handouts, 2 large maps, etc. \$60.00

Glanipt: Kingdom of Magic Including an audio CD and full color guidebooks A magical land of mighty wizards and Byzantine politics, where powerful and slightly mad princes and princesses struggle for dominance. Two books, 2 maps, 16 character cards, 16 sheets, CD. Due April. \$60.00

Heil the Heroes An adventure including an audio CD that helps set the scene, in which Mystara's secret history is exposed. Player levels 1-4. \$30.00

Joshuan's Almanac Like the Poor Wizards Almanac, Joshuan is a halfling wanderer who shares his folksy commentary on the people and places of Mystara. Due Dec. \$25.00

Mark of Amber The sinister Ambervilles and their bizarre castle suddenly re-appear. Can your PCs solve the mysteries? An audio CD adventure for any player level. Due July. \$35.00

Mystara Dungeon Master Survival Kit Full color campaign log, mapping kit with temple, over 20 official documents with guidelines for use in play, such as royal proclamations, secret symbols & alphabets, and posted posters for Mystara's infamous villains. A deck of 55 playing cards of magical treasures and plot twists. Boxed Set. Due Feb. \$26.00

Mystara Monstrous Compendium Gives the AD&D descriptions for over 100 monsters from the D&D game world. \$36.00

Mystara Player's Survival Kit An adventure log to keep track of monsters slain, treasures gained, mysteries to be solved. A color guide on how to create heraldry, tips on how to develop your character's story & identity. A deck of Fame & Fortune 55 cards which allow narrow escapes from traps, etc. & 20 parchment documents. \$26.00

Mystara Poor Wizards Almanac & Book of Facts Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. \$20.00

Night of the Vampire An adventure including an audio CD that gives

background music & sets the scene. The PCs are trapped in a medieval vampire nosferatu's domain. Player levels 1 - 4. \$30.00

MYSTARA NOVELS - \$12.00 each

The Dragonlord Chronicles

1. Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hoppers come through and save the day? 400 pages & color map.

2. Dragongard of Mystara (Due Aug)

Now that he has established peace with the dragons, the Dragonlord feels that his troubles are behind him. Instead he finds himself in the centre of a web of intrigue as his supposed new allies try to use him as a weapon against their enemies in a bid for power. Soon a new war with the dragons seems inevitable, and this time the dragons are ready for him.

3. Dark Knight of Karamalkos (Due Nov)

Grygor the knight is mistaken for an outlaw and thrown into prison, where he befriends Flavius the thief. They escape, and together, they take on the dreaded Dark Knight of Karamalkos.

4. Cerulean Storm

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings.

5. The Outcast

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings.

6. The Seeker

Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorceress daughter he stole from a caravan.

7. The Nomad

Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

8. The Brazen Gambit

A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics.

9. The Darkness Before Dawn (Due Mar)

Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death.

10. The Broken Blade (Due June)

The story of Sorak, elfing hero of the Tribe of One. Accompanied by his friend and lover, the villich Ryana, Sorak embarks on a mission of aid for his new master, the Sage.

11. Crimson Shadows (Due Aug)

Maribe, one of the disoriented "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite.

BIRTHRIGHT

BIRTHRIGHT: Legacy of Kings Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. Includes 110 War Cards to resolve battles between great armies. Due July. \$60.00

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign set. Due Aug. \$35.00

Cities of the Sun A campaign expansion providing players with new lands to add to their kingdom. New War Cards describe the powerful Kingasi armies and the forces of their enemies, and a new poster map adjoins the maps of Anuire. Due Dec. \$35.00

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their realm and savage gnoll bandits. Due Oct. \$20.00

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting: Fall of the Dragon King The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details: Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Kreen, Halfling Skymarines, new expanded rules, etc. And a psionic Primer featuring basic psionic rules & powers. Note: Psionics Handbook required, Nov. \$40.00

Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon king is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. Due July. \$14.00

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Glustenol - Dregoth, the undead dragon king, and he is quickly building an army. \$50.00

Dark Sun Monstrous Compendium Vol 2 A book of vicious new Athasian monsters and humanoid races, including mind-blowing undead creatures. 128 pages with color illustrations. Due March. \$35.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionics, Illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. \$40.00

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. \$45.00

The Will and the Way: Psionists of Athas New psionic rules and powers, with the character class of psionist receiving full treatment. 96 pages. \$26.00

CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof), fighting techniques, special skills & weapons, schools, and more. \$30.00

DSR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans & defying the savage rule of sorcerer-kings. \$22.00

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. \$22.00

DSR3 Veiled Alliance Describes the extensive secret societies of goody magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. \$22.00

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! \$22.00

DSS3 Elves of Athas Dark Sun's breed of Elves are 7 foot tall desert savages who rule vast tracts of wasteland, and whose sense of honor & fair play is nonexistent! 96 page sourcebook, due Nov. \$22.00

Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious manis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. Due April. \$30.00

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! \$25.00

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off as many enemies as its powers begin to mature. More details later. For levels 3-5. \$35.00

DS2 Merchant House of Amketh Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. \$30.00

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8, due Dec. \$30.00

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. \$25.00

DS1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11+. \$55.00

DS2 Black Spine Levels 7 - 10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? 6 books, maps, etc. \$50.00

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. \$25.00

DSQ3 Astician Gambit In the lush Crescent Forest resides the Queen's palace; from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. \$25.00

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avangion at the heart of the mystery working to save Athas, or destroy it? \$30.00

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empires. \$30.00

DARK SUN NOVELS - \$10.00 each

Prism Pentad

1. Verdant Passage 2. Crimson Legion 3. Amber Enchantress



PLANESCAPE

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. \$60.00

Fires of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator and to the 2nd to the city of Dis. Due March. \$26.00

Harbinger House Deluxe adventure featuring full color art and a double panel GM screen. Centres around a mysterious house of barmies that many believe is a nexus of power. Due Aug. \$25.00

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'i and baatezu. Player levels 7 - 10. \$20.00

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. Due June. \$30.00

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. \$36.00

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasties. Due Oct. \$35.00

including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. \$60.00

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastslands, Gehenna, the Gray Waste, and the prison plane of Carceri. Due Dec. \$60.00

Planes of Law Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps. \$60.00

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 page book, map, CD. Due May. \$30.00

The Deva Spark Adventure - players find a deva being pursued by a bellihi. But devas are supposed to be good & lawful, and Bellihi's only hunt down evil tanar'i, so what's going on here? Player levels 5 - 9. \$20.00

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. \$20.00

The Facto's Manifesto A 160 page deluxe, full color volume that takes fifteen factions (diques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are faction essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. Due July. \$40.00

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. \$30.00

Roleplaying Games - 9

4: Obsidian Oracle

5: Cerulean Storm

1: The Outcast

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings.

2: The Seeker

Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorceress daughter he stole from a caravan.

3: The Nomad

Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

Chronicles of Athas

1. The Brazen Gambit

A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics.

2. The Darkness Before Dawn (Due Mar)

Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death.

3. The Broken Blade (Due June)

The story of Sorak, elfing hero of the Tribe of One. Accompanied by his friend and lover, the villich Ryana, Sorak embarks on a mission of aid for his new master, the Sage.

4. Crimson Shadows (Due Aug)

Maribe, one of the disoriented "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite.

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. \$65.00

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron, Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. \$50.00

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details stats & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc. \$60.00

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. Due Dec. \$60.00

Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! \$40.00

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 3 cards. \$40.00

Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". \$40.00

Ruins of Zhentil Keep A super dungeon full of secrets past and present. Zhentil Keep is the headquarters of the evil Black Network of the Zhentari and home of the notorious Lord Chess. With three booklets, 8 cards, and three poster size maps. Due April. \$50.00

Spellbound: They, Rasheghen & Aglarond A boxed set covering the nations of Thay (home of the Red Wizards) and Rasheghen (home of the Witchers of Rasheghen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the Seven Sisters), which is continually targeted by Thay. With 4 booklets, 3 maps, 8 monstrous compendium sheets. Due July. \$50.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! 64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! \$20.00

MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. \$22.00

Elminster's Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 93 2 page books. \$50.00

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. Due April. \$20.00

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. Due Oct. \$20.00

FR14 Great Glacier Describes the nomadic Ulutun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. \$22.00

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. \$25.00

FOR2 The Draw of Underdark 128 page sourcebook that reveals everything known about the men-acting Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. \$30.00

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. \$30.00

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious people. \$30.00

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. Due May. \$30.00

FOR7 Giantcraft Focuses on the giants of the Realms and lies in closely with the Twilight Giants novels. 128 pages. Due Sep. \$30.00

Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Hordelands, the Moonshae, Icwind Dale, major cities, and places of interest (like Corwell Keep & Denlor's Tower) \$35.00

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. \$35.00

10 - Roleplaying Games

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. \$16.00

Cormyr Covers ten years of history, its ruler King Azoun, the aftermath of the Godswar, & the Tuigan invasion. \$20.00

Pages from the Mages Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from Dragon mags, and also new material. \$30.00

The Moonsea Detailed information on Moonsea, from Zhentil Keep to the Bell in the Depths. 64 page book of DM adventure ideas, and a 32 page book of player info, + a map. Due Feb. \$26.00

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. Due Aug. \$25.00

Volo's Guide to Waterdeep A B4-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen. Includes floorplans & a colour fold-out map. Ideal companion for prolonged campaign play. \$20.00

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silvermoon, the Icwind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. \$22.00

Volo's Guide to the Sword Coast Covers the area from Baldur's Gate in the east and up the river Chelentath to Irieabor. Also covers The Darkhold, a Zhentil base. \$20.00

Wizards & Rogues of the Realms Similar to the PHBR books, this book details two character classes, Realms wizards as opposed to normal wizards, and thieves of the Realms. 128 pages. Due Dec. \$30.00

FORGOTTEN REALMS ADVENTURE MODULES

FMA2 Endless Armies An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cultist leader wants her followers to occupy the ruins. \$13.00

FMQ1 City of Gold Like lies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Feish magic! \$22.00

FRA2 The Black Courier The search for the princesses must continue, despite distractions from a mysterious magical black station, devious assassins, and fierce nomadic horsemen. Sounds fun! \$18.00

FRQ2 Hordes of Dragonspear The ruins of ancient Dragonspear Castle conceals a portal to the sinister planes, from which now roar a growing army of fiendish monsters to terrorise the locals. \$15.00

Marco Volo: Departure For all player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm. \$14.00

Marco Volo: Journey For all player levels, the imposter Volo continues on his romp through the Forgotten Realms. \$14.00

Marco Volo: Arrival The imposter has gone and upset someone, so now he's on the run - but who is chasing him? \$14.00

Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. \$26.00

The Sword of the Dales PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gothyl, a lich wizard who has found the legendary Sword of the Dales. Due June. \$14.00

The Secret of Spiderhaunt The second adventure in the Daledlands adventure trilogy, where the PCs go into the Spiderhaunt Woods in search of Randal Morn. Due Aug. \$14.00

The Return of Randal Morn The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentil mage who kidnapped Randal Morn. Due Oct. \$14.00

FORGOTTEN REALMS NOVELS - \$10.00 each title

The Moonshee Trilogy

1: Darkwalker on Moonshee 2: Black Wizards 3: Darkwell

Finder's Stone Trilogy

1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials

Icwind Dale Trilogy

1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem

Avatar Quadrilogy

1: Shadowdale 2: Tantras 3: Waterdeep

4: Prince of Lies *

* Continues the saga of the Avatar Trilogy characters.

The Shadow of the Avatar Trilogy

1: Shadows of Doom (Due April)

Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elimister from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued.

2: Cloak of Shadows (Due July)

The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them.

3: All Shadows Fled

The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elimister, Khebien & Aluslir stop them?

The Dark Elf Trilogy

1: Homeland 2: Exile 3: Sojourn

Another Dark Elf Trilogy

1: The Legacy - \$12.00 2: Starless Night softcover - \$12.00

3: Siege of Darkness Hardback - \$38.00 Softback - \$12.00 (Due Sep)

In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elven siege, Drizzt finds Guenywyrr locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions.

Daughter of the Drow Trilogy

1: Daughter of the Drow - \$34.00 (Due Sep)

Lilie Baenri is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lolth, Lilie seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest.

Maztica Trilogy

1: Ironhelm 2: Viperhand 3: Feathered Dragon

Empires Trilogy

1: Horselords 2: Dragonwall 3: Crusade

Harpers Series 8 INDEPENDENT TITLES

1: The Parched Sea 2: Elshadow 3: Red Magic

4: The Night Parade 5: The Ring of Winter 6: Crypt of the Shadow King

7: Soldiers of Ice

8: Elfsong

Throughout Faerun, ancient ballards are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery.

9: Cures of the Shadowmage (Due Dec)

The Iery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accused legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khebien of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a shadowmage.

Super Harpers Series

1: Crown of Fire

Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elimister, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

2. Masquerades (Due Aug)

Alia, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them.

The Druidhome Trilogy

1: Prophet of Moonshee 2: The Coral Kingdom 3: The Druid Queen

The Cleric Quintet

1: Candice 2: In Sylvan Shadows 3: Night Masks

4: Fallen Fortress

5. The Chaos Curse

Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse. Heroes of Phlan 3

1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight

Twilight Giants Trilogy

1: The Ogre's Pact

An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret.

2: The Giant Among Us (Due Mar)

As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads.

3: The Titan of Twilight (Due Oct)

The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firebog scout Tavis Burdin, the runemaster giant-kin Basil, and the orphan thief Avner does Brianna have any hope of escape.

The Nobles Trilogy

1: King Pinch (Due June)

Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

2: War in Tethyr

Introduces the adventures of many unforgettable characters during a war in Tethyr.

Miscellaneous Books

1: Spellfire 2: Realms of Valor

3. Realms of Infamy

An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhentil Keep, Elath Craulnaber, and Zukir Szass Tam.

4: Once Around the Realms (Due May)

Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond.

5: Elimister, The Making of a Mage Softback (Due Jan '96) - \$12.00

Reveals the ancient beginnings of the archmage Elimister. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey.

6: Realms of Magic Anthology (Due Jan '96)

Never before published tales of magic, featuring the mystical characters of that magical world of the Realms, with Elimister, Volo, Liriel, heroes of Phlan, etc.

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, dietsies, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc).

Dragonlance Adventures 128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' spec's on the unique races & creatures that populate the land. Includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. \$30.00

Dwarven Kingdoms of Krynn A boxed set exploring the history, legends & society of various Dwarven enclaves; from mountain keeps, to hill communities and cavern complexes. 128 & 64 page books. \$40.00

DL1 Player's Guide to the Dragonlance Campaign 128 page guide to the world of Krynn in a manner that is entertaining and informative. It contains original fiction and long established facts, to help you discover the continent of Ansalon, home of heroes of the Lance. It covers races of the world, deities, monsters & time line. \$30.00

DL2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. \$20.00

DLR2 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. \$20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! \$26.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Art Larry Elmore, an updated timeline of Krynn, descriptions of the lance itself, and updated character references through Dragonlance the 2nd Generation. Due June. \$38.00

DRAGONLANCE ADVENTURE MODULES

DL3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels.

DL4 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! \$18.00

DL41 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Sturm Brightblade's sword from his crypt. \$15.00

DL2 QL1 Flint's Axe Introductory adventure where the characters join a search for Flint Fireforge's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hillhome. \$15.00

DLS2 Oak Lords The Speaker of Suns from the elusive Quallinesti is kidnapped by Goblins. \$13.00

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitude may ensnare them! \$20.00

DRAGONLANCE NOVELS - \$10.00 each

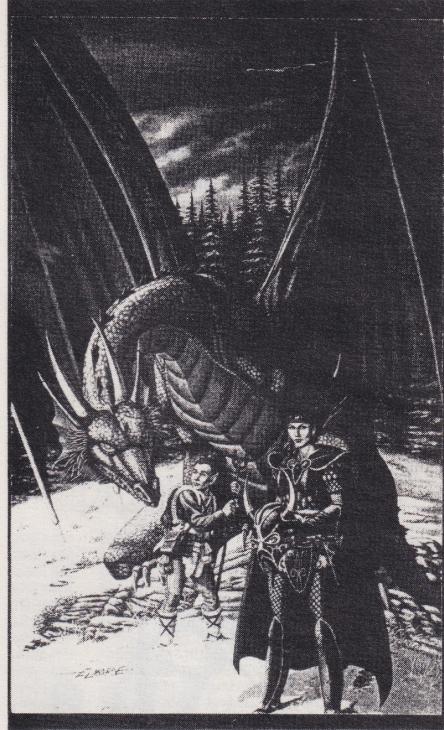
Dragonlance Chronicles

1: Dragons of Autumn Twilight 2: Dragons of Winter Night

3: Dragons of Spring Dawning.

4: Dragons of Summer Flame (Due Dec) Hardback - \$45.00

Marks the return of Raistlin, the corrupted mage, and the debut of a new generation of heroes and villains, including the Queen of Darkness walking from her slumber.



Dragonlance Legends

1: Time of the Twins 2: War of the Twins 3: Test of the Twins

Dragonlance Tales

1: The Magic of Krynn 2: Kenders, Gully Dwarves & Gnomes

Dragonlance

1: The Reign of Istar

DL Saga Heroes

1: The Legend of Huma

DL Saga Heroes II

1: Kaz the Minotaur

DL Saga Preludes

1: Darkness & Light

DL Saga Preludes II

1: Riverwind the Plainsman

2: Flint the King

3: Tanis - the Shadow Years.

DL Saga Villains

1: Before the Mask

4: Hederick the Theocrat

Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic, etc.

5: Lord Toede

Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toede survives every evil trial and tribulation.

6: The Dark Queen

Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

Elven Nations Trilogy

1: Firstborn

Dwarven Nations Trilogy

1: Covenant of the Forge

2: Hammer & Axe

3: The Swordsheath Scroll

Meetings Sextet

1: Kindred Spirits

2: Wanderlust

3: Dark Heart

4: The Oath & the Measure

5: Steel and Stone

6: The Companions

Defenders of Magic Trilogy

1: Night of the Eye

The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made.

2: The Medusa Plague

The people in Guerrand's home village are turning into snake limbs, etc. and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel...

3: The Seventh Sentinel

The survival of magic is once again in question in Krynn. Will Guerrand and Brann Dithon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.

Miscellaneous

1: Dragons of Krynn

An anthology of dragon tails - oops - tales.

2: The Second Generation paperback novel \$12.00 (Due March)

Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.

DL Saga Lost Histories

1: The Kagonesti

The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other eleven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony.

2: The Irida (Due July)

Blessed with exceptional beauty and intelligence, the high ogres, the Irida, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods.

3: The Dargonne (Due Nov)

The third tale in the Lost Histories series, tells the story of a wayward Quallinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the eleven races, the deep-sea-dwelling Dargonne.

DL Warriors

1: Knights of the Crown (Due April)

The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty.

2: Maquesta Kar-Thon (Due Aug)

Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom.

3: Knights of the Sword (Due Jan '96)

The Knights of Solamnia were an integral part of the history of Krynn and

the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted.

GREYHAWK

GREYHAWK ADVENTURE MODULES

WG11 Puppets The characters start by beating up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. \$12.00
WG1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardstock buildings. \$18.00

SPELLJAMMER

SPELLJAMMER CAMPAIGN MATERIAL

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n slash. **The Astromundi Cluster** A box set exploring an endless asteroid field wherein high empires & undiscovered civilisations flourish on lush moons & warped worlds. Includes 2 maps. \$30.00

LANKHMAR

City of Lankhmar 2nd Ed. City above to thieves & adventurers; the home to Fafhrd & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. \$40.00

LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and its hidden agendas. \$22.00

LNA2 Nehwon An unscrupulous sorcerer needs a party of gullible cannon-fodder, er... he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years! \$22.00

LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Ithmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! \$20.00

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhmar alleys. For levels 3 to 10. \$20.00

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. \$20.00

Avengers of Lankhmar Sequel to Slayers of Lankhmar. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? Due Sep. \$20.00

Cutthroats of Lankhmar An indepth look at a portion of the city of thieves, with emphasis on the Cash, Mercantile, Festival and River districts, with poster size map, adventure hooks, quest outlines. Due March. \$20.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT A complete revision of this campaign world of Gothic horror. Combines elements from Realms of Terror and Forbidden Lore. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. \$60.00

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. \$22.00

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. Contains 5 books, DM screen, 2 maps. \$50.00

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. Due Dec. \$20.00

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasties to spring on unsuspecting PCs. \$36.00

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or domains, special abilities, and spectacular powers. \$22.00

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. \$22.00

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. \$22.00

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. \$22.00

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! \$25.00

RR7 Van Richten's Guide to Werebeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. \$22.00

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$26.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs. \$26.00

Van Richten's Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them. Due May. \$25.00

Van Richten's Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. Due Aug. \$25.00

The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. Due Nov. \$40.00

final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. \$25.00

RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. \$16.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. For levels 8-12. \$22.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! \$22.00

RQ1 Night of the Walking Dead Set in a zombie-infested swampland, players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambulant undead. \$13.00

RQ2 Thoughts of Darkness Bluestarp (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an ellithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. \$20.00

RQ3 From the Shadows An ich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. \$20.00

RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dark hole wherein characters get their greedy butts kicked! \$22.00

A Light in the Belly An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. Due June. \$30.00

Chilling Tales A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. Due July. \$20.00

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultrapowerful monster before it becomes a Dark Lord. Due June. \$20.00

Hour of the Knife Jack's back (i.e. the Ripper), except he's really a doppelganger who can copy anyone. \$20.00

Hows in the Night Inspired by Sir Arthur Conan Doyle's *Hound of the Baskervilles*, 32 pages. \$14.00

Neither Man Nor Beast The heroes have a confrontation with Franisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. Due Jan'96. \$20.00

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. \$20.00

The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. Due Sep. \$20.00

When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. Due March. \$20.00



RAVENLOFT NOVELS - \$10.00 each

The Ravenloft Series

1. Vampire of the Mists: 2. Knight of the Black Rose: 3. Dance of the Dead

4. Heart of Midnight: 5. Tapestry of Dark Souls: 6. Carnival of Fear

7. The Enemy Within: 8. Mordenheim: 10. Baroness of Blood

A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. Due March.

11. Death of a Darklord: A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakas. But who is their real target?

12. Scholar of Decay (Due Jan'96)

Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down.

Ebonacht Trilogy - \$10.00 each

1: The Tower of Doom (Due Nov)

Miscellaneous - \$10.00 each

1. Tales of Ravenloft Anthology: 2. I, Strahd - \$30.00 hardback

3. I, Strahd - Softback reprint - \$12.00 (Due Oct)

Sergel, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty that was robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood.

AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakhara, the people's virtues (honor, family, purity, hospitality, etc), character class, 20 new PC class 'kits' (corsairs, mystic clerics, etc), proficiencies (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, The Evil Eye, Sha's abilities (Genie magic), elemental province spells, & more! \$38.00

Al-Qadim: Land of Fate A box set with further campaign details. Describes geographic features, township life, attire, marriage, slavery, life in the desert, blood feuds, Sheikhs, attire & vanity, camels, 12 tribes of the

High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21" x 32" colour maps. \$40.00

City of Delights A box set that reveals the desert metropolis of Medina Al-Huzur; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Includes maps of the city & the sprawling palace. \$50.00

CGR3 Complete Sha's Handbook Sha's wield great power over the genies and are central to Al-Qadim. Reveals secrets of these masters as well as new info, elemental images, etc. \$35.00

ALQ4 Secrets of the Lamp A sourcepack on genies - details their organisation, noble genie lords & their magical estates (i.e. the City of Brass), powers, monsters, adventures, etc. \$40.00

Cities of Bone A collection of adventures set in the haunted ruins and crypts of forgotten cities of Al-Qafim. There's many secrets to find and reveal and dig up - but some of them are better left buried! \$35.00

Corsairs of the Great Sea An adventure and accessory allowing players to sail the seas, encountering storms, pirates of chaos, and find new magical items and monsters. Lvl 6-9. \$36.00

Caravans An adventure and accessory for all player levels. The first epic adventure for Al-Qadim. 3 booklets, 12 cardsheets, map, etc. \$36.00

MISCELLANEOUS MODULES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. \$14.00

HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). \$14.00

HHQ4 Cleric's Challenge In the town of Pommeville terrifying apparitions prowl the shadows, while corpses tear themselves free of their earthly bonds and walk again! For a level 1-4 Cleric. Due Oct. \$14.00

HHS1 Fighters Challenge II An adventure for 1 player & 1 DM. Just about any hero can rescue a princess, but how do you go about returning her to her family? Quite a challenge. \$14.00

Clerics Challenge II A mini-adventure for one GM and one player, that can be used in almost any AD&D campaign. Due Jan'96. \$14.00

Labyrinth of Madness A special TSR anniversary adventure - perhaps the most inidious dungeon ever devised. Filled with monsters and traps and treasures, but also a multi-level three-dimensional maze, with puzzles within puzzles. Players must solve 20 puzzles to win. Due Aug. \$20.00

Track of the Mummy An audio CD endless quest adventure. Basically, the CD presents the story to you and then gives you the choice of where to take the adventure next, eg. Do you open the Mummy's crypt? If yes, advance to track 32. If no, advance to track 24. \$30.00

Track of the Werewolf An audio CD endless quest adventure. Basically, the CD presents the story to you and then gives you the choice of where to take the adventure next, eg. Do you pick up the silver cross? If yes, advance to track 32. If no, advance to track 24. \$30.00

Thief's Challenge II An adventure for one player and one DM, or 2-3 players, suitable for any AD&D campaign. Due July. \$14.00

Wizards Challenge II An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? \$14.00

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Thron, as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

EARTHDAWN A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or necromancers, troll sky raiders, Tskrang swordsmasters, Windling thieves, Obidian warriors or wizards. Includes 18 full color treasure cards. Hardcover \$55.00 Softcover \$40.00

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. Due April. \$35.00

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$50.00

Creatures of Barsaive 50 new creatures Barsaive's heroes can expect to encounter as they travel the land, from Name-givers and Horrors to the flora and fauna of Barsaive's plains and jungles. \$35.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, Tskrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$35.00

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obidians, orks, and trolls & how they fit into society. \$35.00

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Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. \$20.00

12 - Roleplaying Games

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Young, mute, possessed by a Horror & rejected by his village, J'role sets out to discover what remains of the world after the scourge, and finds out things are a mess. Can he be set free from the Horror inside him?

2. Mother Speaks

Relanna has kept her twin sons safe by her magic all their young lives - especially against their father J'role. But then the Therans have returned, & she wonders if perhaps J'role might be able to help them...

3. Poisoned Memories

J'role risks his life as he tries to save the life of a youngster pursued by the horrors. But they are also pursued by Mordom, who tries to imprison them on his airship - the only escape is through Death's Sea.

4. Prophecy

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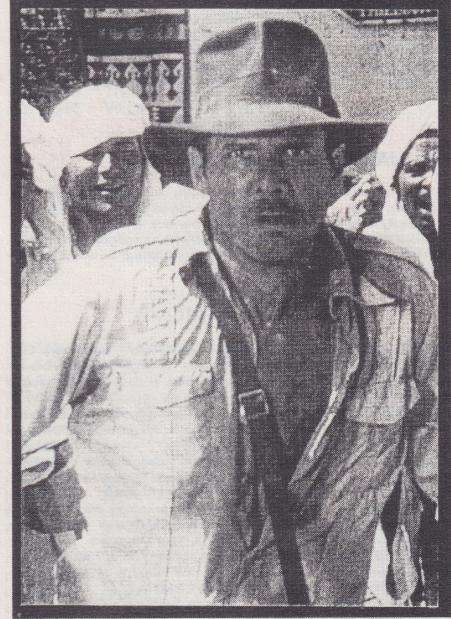
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Raiders of the Lost Ark A hardback sourcebook of the one of the best movies of all time. This book supplies gamemasters and players with invaluable information concerning the world of Indiana Jones and chronicles the sites, events, and personalities featured in the film. With background info, never before revealed historical notes, and detailed maps. Has a complete solo adventure included. \$45.00



Hero System

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. Comprehensive, but not complex. By Iron Crown Enterprises.

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$35.00

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Book of Shadows The Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$32.00

Digital Web Covers the vast expanse of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. \$30.00

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Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephali, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. \$30.00

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ADVENTURE Now you can travel to exotic lands, challenge ancient mysteries and brave dangers beyond imagining. Plunge into a world of treacherous spies, thrilling chases, arcane artifacts and non-stop excitement with the greatest hero of all. Indy! By West End Games. \$7.77

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The World Of Indiana Jones This is the same book, 144 pages, that comes in the game above. It is available separately for those who already own a copy of the 180 Masterbook of generic rules. \$30.00

Indiana Jones & the Rising Sun Japan in the 1930's, a place of danger, mystery and adventure. Hidden temples house mysterious artifacts, ancient beliefs clash with modern culture, and dark forces prepare to plunge

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$30.00

Chaos March In the InnerSphere of 3058, no place is more exciting or dangerous than the Chaos March. Every Great House and countless independent factions have stakes in this troubled region of space. Can be used with both Mechwarrior and BattleTech. Due April. \$24.00

Comstar Sourcebook Examines in detail this institution of Inner

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Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bands of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. \$30.00
MechWarrior Companion Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. Due May - 1997. \$35.00

Mercenary's Handbook 3055 This 2nd edition sourcebook lets you create, maintain & operate a mercenary unit, covering all things from salaries to medical care. Includes detailed histories & equipment rosters of Wolf's Dragoons, Kell Hounds, Gray Death, Rhondas, & Snords. Also give actual dollar costs (and mechforce values) on every single mech & mech variant and vehicles found in all other publications. \$35.00
Null Set A band of mercenaries gets caught in a plot to frame ComStar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. \$18.00

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Hanland, but she's been abducted by the pirates. It's up to you to rescue and bring her back. \$20.00
Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oil The premier Clan, thankyou!) \$30.00
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7. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? \$10.00

8. Assumption of Risk By Michael Stackpole. Arguably the best Battletech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. \$10.00

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The Caballeros sign on to protect Theodore Kurita's corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. \$10.00

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By Michael A. Stackpole. Victor Davion has his hands full of problems. The expected demise of Joshua Mark, heir to the Free Worlds League, and held in New Avalon for treatment, threatens all harmony in the InnerSphere. Victor uses a double to replace him, trying to prevent war. But war erupts anyway, splitting the InnerSphere and leaving the Federated Commonwealth defenseless - Victor's sister killed their mother, and she rules House Steiner. And then the Clans appear again, bent on war... \$10.00

I am Jade Falcon

Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. \$10.00

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SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games. \$35.00

MEKTON Z An entirely new edition of the hit anime mecha role playing game with new cover and interior art as well as revised and updated rules. Both mecha construction and combat are more streamlined than ever.

allowing players greater diversity and flexibility. Fully compatible with Mekton 2. Due Feb. \$35.00

Mekton Mecha Manual Vol 1 Huge space battlegangs, giant insectoid battlegangs, resto-tech mecha. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has twenty four different designs, each fully illustrated as well as having the record sheet for that mecha. \$16.00

Jovian Chronicles By Janus Publications & Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats listed out, new technologies, tons of background info, personalities, etc. \$27.00

Europe Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. \$22.50

Operation Rimfire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$26.95

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

MERP 2nd ED CLEARANCE SPECIAL

MIDDLE EARTH 2nd Edition A new edition is out - so we've got to clear out this previous edition. The original, more complex (but still relatively easy to learn) boxed set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. It was \$25.00 but now... \$11.00

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MERP II HARDBACK 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Has a complete sample adventure set in the trollshaws. \$50.00

MERP II SOFTCOVER The MERP RPG in softcover. \$35.00

MERP II Accessory Pack Boxed accessory including the adventure Loops of the Long Fell with 6 developed characters, maps & floorplans; 60 standup card figure; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. \$30.00

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc. An elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$33.00

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MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11" x 34" cardboard screen. \$16.00

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Arnor This is a 410 page 1 sourcebook with 4 full color maps. The book details the lands of Arnor in Middle Earth, and has; mystical and religious orders, warcraft used by the three sister kingdoms and the mercenaries, castles, cities, and sites including the over-populated Tharbad and the haunted Barrow-downs; the history, organization, and duties of the Rangers of the North; a series of scenarios including political intrigue. \$50.00

Dot Guldur More details later. Due Mar. \$50.00

Elves: Peoples of Merp First in a series covering the peoples of Middle Earth, covering all aspects of society, etc. Due April. \$35.00

Lake-Town A city of men built on a lake near the Lonely Mountain, which was ravaged by a rather rite Smaug. Due May. \$40.00

Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. \$20.00

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. \$37.50

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favorite chapter in TLTOR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandoned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. \$37.50

Palantir Quest With an extended series of adventures that form a huge campaign. The Palantir in Minas Tirith reveals that the lost Palantir of the North has returned to the lands of men. The adventurers must find this and return it to King Elessar. Rogues of the wilds, blizzards out of the Fordwaith, and the greed of men all conspire against them. 160 pages, including heaps of source material. \$30.00

Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, and the properties of materials. \$35.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$30.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

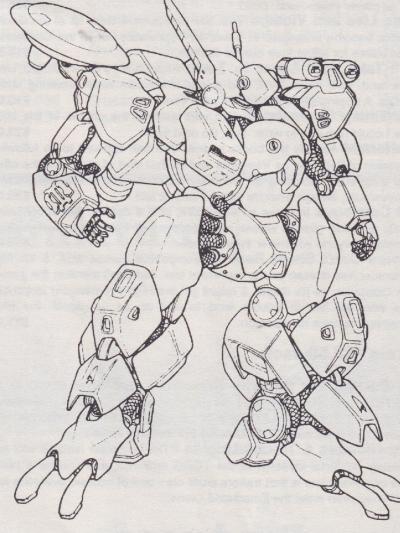
MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to

Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game play information. \$45.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortifiers, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, seventeen new backgrounds, new skills, etc. \$27.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwillingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, the Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$27.00

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. \$16.50



Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232 + pages. \$44.00

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$30.00

Nexus

LIVE ACTION ROLEPLAY The first in a series of Live Action Roleplaying, where players actually get out from their houses, throw away the dice, and pretend they are actually part of the game. By Chaosium.

NEXUS A live action roleplaying game for 44 players, 5 gamemasters, and one great weekend. This adventure is set at a science fiction convention, a place where people get together to talk about science and science fiction, watch movies, buy paraphernalia, dress up like aliens, and behave badly. Except this time, not all of the alien costumes are really costumes. \$40.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. \$45.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. \$35.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. \$35.00

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. \$35.00

Further Adventures in the Northern Wilderness 4 adventures. 48 pages

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain. \$30.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of

weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. \$40.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, and selected heavy weapons. \$40.00

Yin-Sloth Jungles A dozen new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, teccat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. \$32.00

Paranoia

Note Low Prices

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! By West End Games.

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. \$30.00

Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'bots player characters. Due? \$35.00

Death, Lies and Videotape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. \$16.50

Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. \$13.00

Paramilitary Sourcebook The staff sold all the copies of this book before I could nab one to write it up. So next time! \$25.00

ParaNormal Actually two books in one. One half appears to be following an invasion of Paranoia by Vampires and all that kind of stuff, and the other half is a flip book, including an animated lip drawing in the corners, and a mini-adventure, though what it's about I cannot tell! \$28.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose is to be self-destruct and maim everyone whenever they are used. \$25.00

Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. \$11.00

Novels - \$8.50 each

Title Deleted For Security Reasons - Join James BOND as he [DELETED] and [CLASSIFIED] throughout Alpha Complex. [Sentence missing], [DELETED] [DELETED] with several [DELETED]. Which is why this novel had to be called Title Deleted For Security Reasons.

Stormshooters & Troublemakers - The computer leads a wild and completely unofficial invasion of the TORG universe, and creates a realm whose only world law is that traitors must die - and of course, everyone is a traitor! They even meet the Emaciated Clone...

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chasmium.

PENDRAGON 4th Ed. A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$55.00

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. \$40.00

Boy King This essential sourcebook chronicles the entire Arthurian cycle, from the siring of Arthur to the last battle at Camlann. The events are clearly laid out year by year. Includes background, maps, mini-adventures, a major scenario, and more. \$40.00

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. \$35.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power-wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. \$38.00

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. \$40.00

Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and putting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$40.00

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

PRIME DIRECTIVE A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorn, Lyrians, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. \$40.00

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. \$16.00

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. \$30.00

Prime Adventures # 1 Adventure/magazine module which features a Prime Directive short story, new equipment, new player character races, two

adventures, & a feature on Gorns. Due Feb. \$30.00

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. \$16.00

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. \$55.00

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots, characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. \$55.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three planes on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. \$30.00

RIFTS Sourcebook 3 - Mindworks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindworks cyborg, psynetic crazy, psi-bloodhound, lycanthroph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindworks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. \$24.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries for RIFTS. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. \$32.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. \$45.00

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. \$40.00

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, enablers, new racial character classes, Hospitallers, etc. 164 pages. \$32.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. 200 + pages. \$40.00

RIFTS Undersea What secrets, dangers and wonders lie beneath the ocean waves. With mutant dolphins and whales, sea monsters, aquatic D-bots, ley line anomalies, predators created by scientists, adventures, new racial character classes and skills. Due Dec. \$32.00

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Four deadly killers cross paths - the werewolf Stripper, the shaman Bandit, and from Newark come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction.

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SCI-FI Mankind has spread to the stars, the consortium of worlds ruled by Fleet's iron fist. But on the edge of the galaxy lies the Shatterzone, a mysterious belt of raging cosmic energies that contains riches & peril beyond belief. By West End Games.

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The Players Guide A 96 page book covering character generation, attributes & skills, background info for character generation, player info, basic game rules, psionic rules, & sample character profiles. \$25.00

The Rule Book 96 page book that details how to gamemaster Shatterzone, rules needed to play, character interaction & combat, how to use the deck of cards, designing & running adventures, stats of various types of ships, military & scout, etc, & rules for space combat. \$25.00

The Universe Guide 96 page book that details the Consortium, with the Core Worlds, Near Colonies, Inner Frontier, Fleet, the many races of alien batters, who are fleeing the Armagons, other alien races, the Shatterzone, pirates, the Megacorporations, several planets, and a detailed presentation of the Xenos Sector, weapons & equipment, & cybernetics. \$25.00

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The Sholar Pack Resource pack that includes the 80 page Sholar's Companion, with glossary, character generation, occupation simplification, weapons listings, creature information, calendar, world timeline, etc; a 32 page module set on a Japian crystal schooner; and a GM Screen. \$30.00

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SCI-FI An extremely dark game that focuses on a distant future where science & technology are accompanied by awesome powers that come from the White. This game is carving out a large slice of the market for itself. By Nightfall Games.

SLA INDUSTRIES

A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds in an iron grip. It began with the man Slayer appearing suddenly 900 years ago, accompanied by his immortal Klinch bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans; Frothers who live a wild life of chemical madness; Ebons, who flow the power of the Ebb; Brain Wasters, anti-social users of the Ebb; Stormers, the bioengineered warriors; Shaktars, a proud & honorable race of warriors; & the Wraith Raiders, use to physical hardships. Ebons who enter the white & return, come back as Necanthropes. \$45.00

Karma A156 page sourcebook for SLA INDUSTRIES, with 122 pages purely of background material, the rest being game material. Unveils the secrets of Karma's products, technology to achieve Life After Death and manipulate, advance and configure the anatomy, to create two new Stormer types, the Xeno and Chagrin. Also details the heart of Stormer products, the planet Artery, and the introduction of a controversial squad that binds the two rival Dark Lament and Karma Media Darlings. Profusely illustrated the whole way through.

Mort Campaign Book Scenarios which lead into a full campaign with information on Soft Companies, new SLA NPC rivals, GM info, details of geography of various places of interest. Due Mar.

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SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

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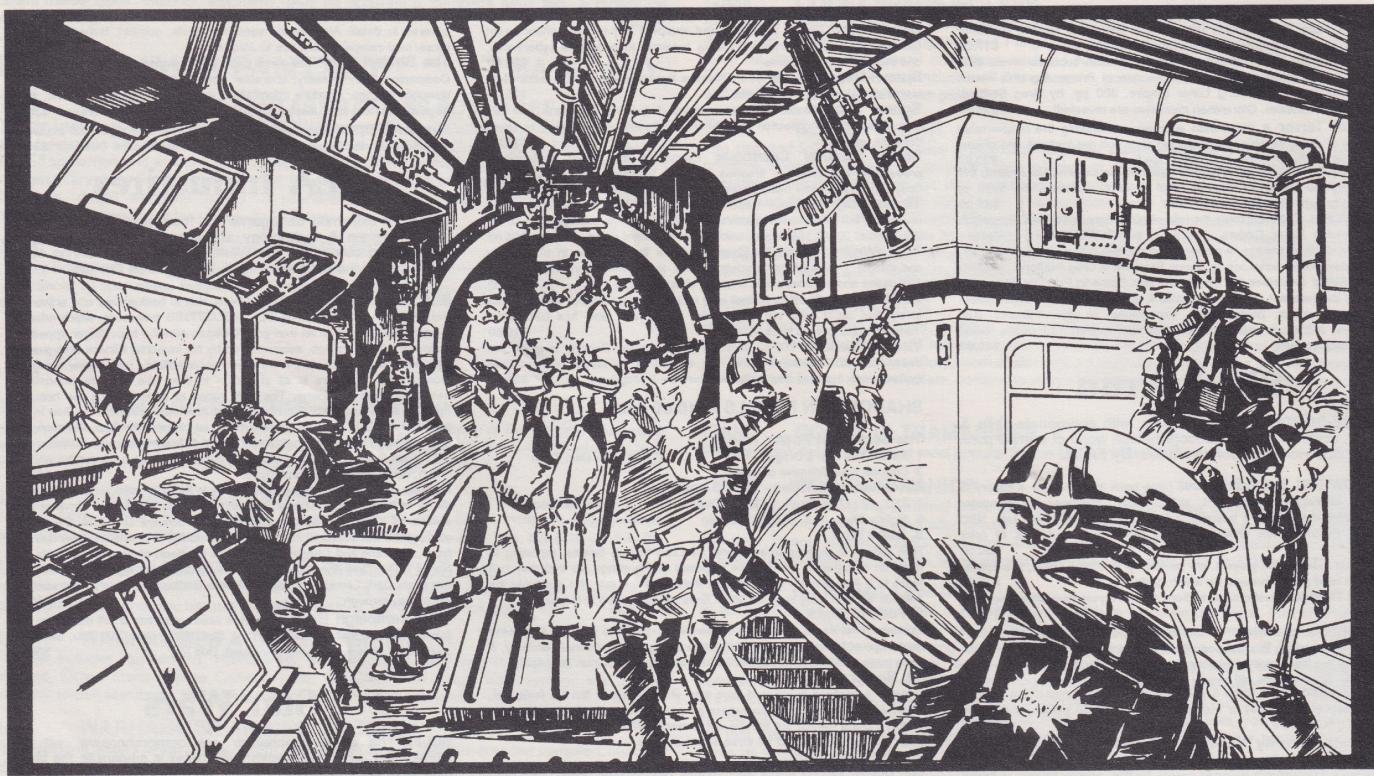
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Aliens of the Rim Vol 1 A 96 page alien sourcebook for Traveller covering Hivers, and for the first time, their violent and mysterious mercenary shock troopers, the Ihkuri. Due Feb. \$28.00

Arrival Vengeance The domain of Deneb has been isolated from the Imperium for years, an Archduke dispatches an Azhanai High Lightning cruiser with a hand-picked crew to discover what's happening. \$16.50

Assignment: Vigilante Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & 3 ship plans. \$10.00

Astrogeator's Guide to the Diaspora Sector Once the battleground where 4 separate starfleets fought for supremacy, Diaspora is now a haven for mercenaries, free traders, and fugitives. \$12.00

Brilliant Lances, Traveller Starship Combat The much awaited starship combat rules for Traveller the New Era. It includes vector based movement system, detailed hit location and damage resolution, all the weapons systems, extensive ship ratings, including both New Era and pre-collapse warships, complete starship design rules, usable with this

complete game and the RPG. Has three space maps, technical booklet, control panel pad, rules, player aid cards, 2 sheets of color ctrs. \$60.00
Battle Rider This is the game of squadron and fleet combat in the Traveller Universe. It gives you fast moving fleet combat without the need for roleplaying levels of detail. Rules emphasize decision making, tactics, and bluffing; the system does not require dice, there is no paper work for movement, the back of each counter record all ship stats, all damage is recorded on the counters. With 366 color counters, 3 large maps, 96 battle resolution cards, reference sheets, rules, & scenarios. \$32.00

Fire, Fusion, & Steel 160 page book that contains shipstars, aircraft, & vehicles, with almost infinite variations, such as fusion-power grav tanks to light airships, armored starcruisers to ornithopters. You can choose different power plants, jump drives, there are heaps of cybernetic options, & rules & data that allows you to design small arms, cannons, gauss weapons, plasma or meson guns, etc. \$32.00

Flight of the Golden Pharaoh The second Traveller novel, this one the first of a trilogy. A renegade Star Viking sets off on a campaign of bloody conquest. Only the former first officer of a tramp free trader is in a position to stop him. Due April. \$10.00

Path of Tears 160 page campaign sourcebook, with a history of the Coalition, the Schali aquatic race, Coalition types of operations, tactical doctrine, organisation, strength of military forces, 6 sectors of the Diaspora and Old Expanses sectors are mapped, 19 key worlds are detailed, etc. \$35.00

Player Forms A book full of player record sheets. \$15.00

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. \$15.00

Referees Screen Standard GM screen to aid play, along with an 8 page adventure introducing a pocket empire, the Covenant of Sutren - once you've met Virus, grasshoppers & mice don't scare you anymore. \$18.00

Reformation Coalition Equipment Guide With a wide variety of new and unique spacecraft, weapons ranging from the pen pistol to tanks and planetary defense missiles, transportation from assault landers to grav belts, and personnel equipment such as medical, anti-virus, etc. 160 pages. \$35.00

Regency Sourcebook Re-opens the Spinward Marches for adventure. More details later. Due March. \$30.00

trying to recover lost technological artifacts, located on barbaric worlds of the Wilds. If these artifacts are defended, the operation is called a Hot Recovery - or Smash & Grab. 128 pages which include an anthology of adventures, which can be linked into a grueling campaign. \$28.00

Star Vikings Sourcebook presenting 32 new NPC characters to the Traveller universe, with backgrounds, personality, & all game attributes. It has Coalition Officials, Ship Captains and their ships (with color plates of some ships), Coalition Personnel, and Outsiders. \$26.00

Striker II The eagerly awaited ground miniatures rules for Traveller. Game play flows well. Contents include 160 page rulebook & a sheet of counters for use as game markers. \$40.00

Survival Margin 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suicidal electronic AI Virus is then given in detail, & there is an overview of the Star Vikings. \$22.50

The Death of Wisdom The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the future of the Hiver race. Due Feb. \$10.00

Vampire Fleet The long awaited Virus sourcebook for Traveller. Includes robot design, background on Virus and the marauding Vampire Fleets, and a complete adventure campaign that will change the face of the Coalition forever. Due Mar. \$32.00

World Tamer's Handbook Brings a new arena in which to adventure: the rugged border of civilization. This book provides material to create survey campaigns in which characters push humanity's knowledge out into the Wilds; Bootstrap Campaigns, and Colony campaigns where characters lead expeditions to repopulate entire worlds. \$27.00

Twilight 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. By **GDW**.

TWILIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Europe's nemesis exhales its

poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. **\$45.00**

TWILIGHT 2000 Version 2.2 Rulebook The rules have been updated to match those in Traveller: The New Era. Characters can be any nationality and have non-military back-grounds. The whole global environment has become more chaotic and fragmented. 280 pages. **\$35.00**

American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. **\$18.00**

Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. **\$18.00**

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. More than 30 vehicles are detailed, and there are two short adventures and color map. **\$22.50**

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. **\$25.00**

Heavy Weapons of the World Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. **\$22.50**

Infantry Weapons of the World Covers 220 different weapons (from WWI to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. **\$22.50**

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. **\$30.00**

NATO Vehicle Guide Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war. **\$20.00**

Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. **\$22.50**

Operation Crouching Dragon An adventure set on an island in the South China Sea. **\$13.50**

Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. **\$12.00**

Soviet Combat Vehicle handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBTs, APCs, giant hovercraft, SP artillery, missile launchers, etc. **\$18.00**

Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. **\$22.50**

Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. **\$18.00**

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "It's atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **\$50.00**

Alien Hunger A jumpstart kit designed to give beginning characters a quicker start. Includes an adventure based on the transformation from human to vampire, and a guide to gothic-punk Denver. **\$22.00**

Ashes to Ashes Ordered by Modius, the Prince of Gary, to present themselves to Lodin, Prince of Chicago, a group of neonates find themselves shoved headlong into a maelstrom of Kindred Intrigue. Includes an advanced Storytelling concept - the Villain's Flashback, to accentuate theme & mood. **\$22.00**

Awakening: Diablerie Mexico Lying deep in torpor beneath the mayan tombs is a most-ancient Methuselah. Sleeping away the ages until his time to arise, unless the Kindred get his essence first. **\$22.00**

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diableries. **\$20.00**

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. **\$30.00**

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. **\$18.00**

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins, etc. **\$18.00**

Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. **\$12.00**

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. **\$35.00**

Children of the Inquisition From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. **\$35.00**

Clan Book: Assimilate Is that any relation to vegemite? The Assimilates serve as the assassins of the vampires, and fearful tales are told of their skill in hunting, bravery in combat, etc. Due Mar. **\$20.00**

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. **\$20.00**

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. **\$20.00**

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. **\$20.00**

Clan Book: Nosferatu The most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. **\$20.00**

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. **\$20.00**

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. **\$20.00**

Clan Book: Ventrue More details later. **\$20.00**

Dark Colony New England legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. **\$30.00**

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and images stalk among humanity - through their existence remains shrouded from their mortal herbs. 398 pages. **\$40.00**

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that august sect give to

know the role the Black Hand has played in their own history. **\$35.00**

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has long awaited rules for creating elder characters, creatures of true power. For mature readers only. **\$27.00**

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitement found in no other city - and now it is unparalleled in violence. The anarcho who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. **\$32.00**

Milwaukee by Night Details this city where the Anubis's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pages. **\$25.00**

New Orleans By Night Sourcebook including the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. **\$35.00**

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. **\$45.00**

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. **\$30.00**

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. **\$35.00**

Storyteller's Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the internal powers corrupting the sect, etc. **\$30.00**

Storyteller's Screen Includes a 16 page story-adventure. **\$20.00**

The Kindred Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. **\$27.00**

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. **\$35.00**

The Masquerade Book of Props Professional tips on costumes, props & makeup, set design, etc. **\$27.00**

The Succubus Club Details the most notorious, extravagant nightspot in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. **\$35.00**

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. **\$30.00**

Tim Bradstreet Portfolio A folio full of art prints. **\$30.00**

Warhammer

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it. **By Games Workshop.**

Warhammer Fantasy Roleplay 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 105 creatures, history & details of the campaign world, coinage & costs, travel, Fat Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. **\$45.00**

City of Chaos Sourcebook with adventure. **\$45.00**

Empire in Flames Sourcebook and adventure. **\$40.00**

Warhammer Character Pad **\$20.00**

Castle Drachenfels Sourcebook with adventure. **\$24.00**

Warhammer

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrms. **By White Wolf.**

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogrammatic signs of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$50.00**

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. **\$27.00**

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. **\$20.00**

Book of the Wyrm Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. **\$30.00**

Children of Gaia Tribebook The Children of Gaia believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. **\$20.00**

Drums Around the Fire A book of short stories, including a garou fighting the most dreaded minion of the Wyrm, a Glass Walker learns true horror, a young pack fights to save children, etc. **\$16.00**

Fianna Tribebook The Fianna know how to party - and to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. **\$20.00**

Get of Fenris Tribebook Looks at the Get of Fenris, their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. Due Mar. **\$20.00**

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wyrm's corporate arm out of business. **\$30.00**

Rage Across Australia The land down under breads them tough and hardy, more none than the Garou. But the Garou stuffed up badly, and must make amends to head the land. But the Wyrm is on the move too, taking over Australia with decay and ruin. **\$27.00**

Rage Across New York The Wyrm has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer, and the battle is on. **\$25.00**

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. **\$30.00**

Rage Across the Amazon The servants of the Wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. **\$30.00**

Rite of Passage Adventure from the depths of the Northwest Territories in Canada to the wilds of Central Park in Manhattan. **\$20.00**

Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. **\$27.00**

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. **\$30.00**

Valkenburg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubes. **\$25.00**

Ways of the Wolf In the deep woods, a primordial world still survives, the heartland of Gaia. Here, a mournful howl rises to the moon, lamenting the loss of a way of life. The Lupus Garou are the guardians of this pristine wilderness, the last pure lands on Earth. **\$22.00**

Werewolf GM Screen 2nd Edition The GM folder screen & pad of tables, with adventures to help storytellers get started. **\$20.00**

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaive dueling and the Garou martial art of Kaliendo, etc. **\$35.00**

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. **\$32.00**

When Will You Rage? An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves. **\$10.00**

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **\$22.50**

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. **By White Wolf.**

WRAITH RPG A 270 page softcover book with a glow in the dark cover. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. The malevolent force known as Oblivion softly creeps beneath the surface of Shadowlands, while mad ghosts and nightmare creatures overtly threaten you. Wraiths can fight their way back to Earth to try to right wrongs, etc. This is a very, very dark game, about death, loss, isolation and identity. **\$45.00**

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. **\$27.00**

Love Beyond Death Part of a new series on the art and craft of storytelling. This is a guide for the experienced and first-time Storytellers alike on how to infuse your Chronicle with the Romance of Death. Due Mar. **\$20.00**

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. **\$24.00**

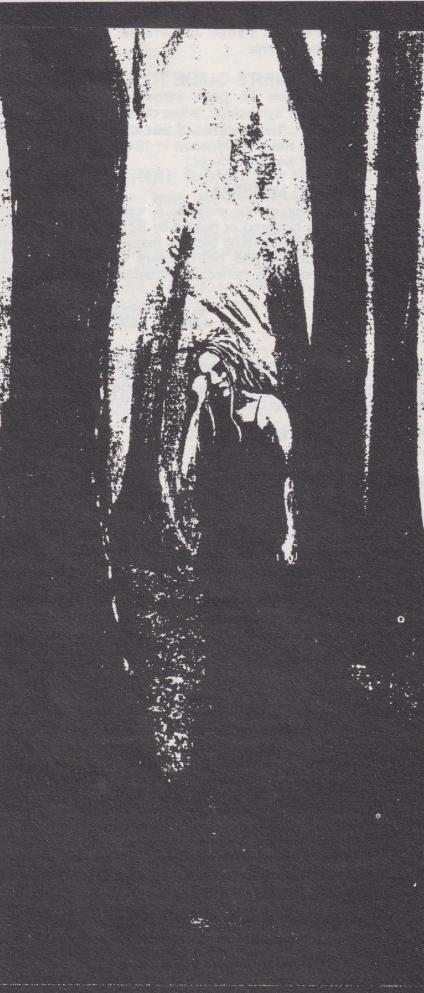
Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, & info on the Kindred for Vampire. **\$35.00**

The Face of Death A large folio book full of morbid black and white art for the new Wraith game. **\$23.00**

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self-delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. Due Mar. **\$24.00**

Wraith Character Kit Includes a player's screen, character sheet, death certificate & other insert items. **\$20.00**

Wraith Storyteller Screen GM screen and rules running crossover adventures with other Storyteller games. **\$20.00**



WARGAMES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

COMPLEXITY KEY

Basic Games (Introductory level)	Intermediate Games ** (Still good for beginners)
Advanced Games *** (For veteran games only)	Master Games **** (Too many rules & no spare time!)

COMPANY CODES

ADG	Australian Design Group
COA	Clash of Arms
FAS	FASA Corp.
GDW	Game Designers Workshop
GRD	Games Research & Design
JED	Jedko Games
MB	Milton Bradley Games
SDI	Simulation Design Inc.
S&T	Strategy & Tactics Magazine
TAS	Task Force Games
VIC	Victory Games
WES	West End Games
AH	Avalon Hill
COM	Command Mag (XTR Corp.)
GAM	Games Workshop
GMT	It's Not Get More Tanks!
IRO	Iron Crown Enterprises
LEA	Leading Edge Games
OME	Omega Games
STE	Steve Jackson Games
SUP	Supremacy Games
TGI	The Gamers Inc
3W	World Wide Wargames
WIZ	Wizards of the Coast

BEGINNER'S GAMES

JED BASIC TRAINING

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

JED BEGINNER'S GUIDE TO STRATEGY GAMING

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) \$3.00

JED FIELD MARSHAL

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. \$20.00

ACCESSORIES

KOP 5mm LITTLE 'UNS 6 SIDED DICE

Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. \$0.20 each

KOP 50mm 6 SIDED DICE

An even bigger 5cm gem dice with 6 sides. In several colors. \$15.50 each

KOP 60mm 6 SIDED DICE

A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. \$22.50 each

KOP 70mm 6 SIDED DICE

A 6 sided gem dice - 7cm wide! You could use it for a book-end. \$30.00 each

KOP 80mm 6 SIDED DICE

A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. \$37.50 each

JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. \$0.65 each

JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. \$1.00 each

JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25 each

JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25 each

KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. \$12.95

KOP 30 SIDED OPAQUE DICE

A large 30 sided opaque dice, in assorted colors. \$4.95

KOP 30 SIDED GEM DICE

A large 30 sided transparent dice, in assorted colors.

\$4.95

KOP 100 SIDED DICE

The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. \$13.95

KOP DRAGON 6 SIDED DICE

A 16mm 6 sided dice with a dragon instead of a '1'.

\$2.00

KOP SKULL 6 SIDED DICE

A 16mm 6 sided dice with a skull instead of a '1'.

\$2.00

KOP TEDDY BEAR 6 SIDED DICE

A 16mm 6 sided dice with a loveable teddy bear instead of a '1'.

\$2.00

CHX ELEMENTAL DICE

These are stunning speckled dice that represent each of the four elements. The four types are Air Elements, Sea Elements, Fire Elements, Earth Elements. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20, and DTens10s (10 sides showing 10, 20, 30 etc.) Each set of 7 - \$12.95

CHX SPECKLED DICE

These are stunning speckled dice like the Elemental Dice. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Forest. All contain 7 dice, a D4, D6, D8, D10, D12, D20, and DTens10s. \$12.95

KOP SMALL DICE BAG

A cloth dice bag 4" by 5" in size. Several different colors.

\$4.00

KOP LARGE DICE BAG

A cloth dice bag 6" x 9" in size. Several different colors.

\$8.00

AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers!

\$5.00

WES WEST END COUNTER TRAY

Same as above, more sturdy in design with more counter space but no dice wells.

\$5.00

ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other.

\$5.00

JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray.

\$10.00

WEL MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets.

\$8.00

CHX CHESSEX VINYL GAMEMATS

The following Vinyl gamemats are printed with a variety of hex and square patterns. They are designed for use with water based overhead projection pens, which can be wiped straight off. All mats are flexible and can be rolled up.

CHX96047 Crystal Battlemat with 1" squares - 23.5" x 26"

\$22.50

CHX96067 Crystal Battlemat with 1" hexes - 23.5" x 26"

\$22.50

CHX96068 Crystal Battlemat with 1" numbered hexes & LOS dots - 23.5" x 26"

\$22.50

CHX96144 Opaque Battlemat with 21mm squares - 23.5" x 26"

\$22.50

CHX96162 Opaque Battlemat, 16mm numbered hexes, LOS dots - 23.5" x 26"

\$22.50

CHX96164 Opaque Battlemat with 21mm hexes - 23.5" x 26"

\$22.50

CHX96167 Opaque Battlemat with 1" hexes - 23.5" x 26"

\$22.50

CHX96168 Opaque Battlemat with 1" numbered hexes, LOS dots - 23.5" x 26"

\$22.50

CHX96170 Opaque Battlemat with 33mm numbered hexes - 23.5" x 26"

\$22.50

CHX97869 Black Megamat with 30mm numbered hexes, 34.5" x 48"

\$55.00

CHX97144 Opaque Megamat with 21mm squares - 34.5" x 48"

\$55.00

CHX97148 Opaque Megamat with 1/4" squares with 1" marking lines - 34.5" x 48"

\$55.00

CHX97162 Opaque Megamat, 16mm numbered hexes, LOS dots - 34.5" x 48"

\$55.00

CHX97164 Opaque Megamat with 21mm hexes - 34.5" x 48"

\$55.00

CHX97167 Opaque Megamat with 1" hexes - 34.5" x 48"

\$55.00

CHX97171 Opaque Megamat with 33mm numbered hexes - 34.5" x 48"

\$55.00

CHX97000 Crystal Megamat - blank 34.5" x 48"

\$22.50

CHX97062 Crystal Megamat with 16mm numbered hexes, LOS dots - 34.5" x 48"

\$45.00

CHX97067 Crystal Megamat with 1" hexes - 34.5" x 48"

\$45.00

CHX97647 Blue Megamat with 1" hexes - 34.5" x 48"

\$55.00

CHX97667 Blue Megamat with 1" squares - 34.5" x 48"

\$55.00

CHX97668 Blue Megamat with 1" numbered hexes with LOS dots

\$55.00

ANCIENT ERA

3W ANCIENTS

It's back by popular demand. Ancients I and II have been repacked into this one box with a total of 84 ancient and medieval battles. A low complexity tactical-level system, with eight 8.5"x11" maps, plus 280 counters to represent all troop types of the ancient world, allowing you to field Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. Counters are a top down view of the troop type in formation, so games are quite pleasing visually with armies arrayed in battle lines.

\$50.00

EXC ALEXANDER AT TYRE

This is a ziplock game of one of the most famous and most intriguing of sieges in all of history. After the Battle of Issus, Alexander wanted to secure the Eastern Mediterranean before proceeding into the interior of the Persian empire. The city of Tyre first submitted to him, then reversed their decision. Alexander then advanced and lay siege to the city - a mean feat as Tyre was built onto a completely walled island, and extremely defensible. Many men would have given up, but not Alexander. There are 350 stunning counters like those in *Julius Caesar*, a colorful 22"x34" map, and rules. There are three scenarios: the Naval Battles, the fight for the city, and the campaign.

\$45.00

AH BRITANNIA

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard.

\$55.00

AH CIVILIZATION

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth.

\$85.00

► ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, and more.



Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **\$65.00**

TRADE CARDS

50 extra cards as included in the original game. **\$10.00**

WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Iberian AST. **\$16.00**

S&T165 CAESAR IN GALLIA

Covering Caesars conquests in Gaul from 58 - 51 BC. He defeated several coalitions of Gallic tribesmen, repelled a German invasion, and went on to establish Gaul as a chief Roman province. The game can be played with two or three players, or by two teams of players. You play either Caesar or Vercingetorix, as you pit the Legions against hordes of barbarians. The map includes Alesia, Britain, part of northern Africa, and extends east to the border with Germany. Rules include recruiting, different Gallic tribes, leaders, basic and advanced rules, back printed counters to allow for fog of war, Gallic Tribal Council rules, etc. 220 counters & map. **\$25.00**

S&T162 CLONTARF 1014 and SAIPAN 1944

An S&T magazine containing two games. The first is Clontarf in 1014 AD, where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. **\$20.00**

3W CROSSBOWS AND CANNONS

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavia 1525 (France vs. the Holy Roman Empire for control of a city), Gargilano 1503 (In Italy the Spanish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery!), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **\$45.00**

3W CROSSBOWS AND CANNONS II

More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2 - 4 hours, and include Pinkie, a clash between the Scottish & English in 1547; Fornovo, where the French fought the Italians in 1495; Cerignola, a vicious clash between French and Spaniards in 1503; Novara, where a Swiss army uses all its skills against the French. **\$45.00**

GMT GREAT BATTLES OF ALEXANDER DELUXE EDITION

After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lygnus, Pelium, Argaeum, Samarkand, Jaxertes.. With 720 SPQR style counters, 3 back printed map sheets, etc. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! Mar. **\$99.00**

3W HENRY V

4 battles from the 100 Years War. It includes Henry's greatest victory - Agincourt, where a small force of English - all with sick and weary, defeated a French force many times their size. 10,000 French died to around 500 English. The other three battles are Patay, Formigny, and Castillon - which saw the rebirth of the French army, and capture of the English lands in France. These were the battles which laid the groundwork of the modern French State. Each battle is more than a clash of arms - it is also a clash of different military systems and weapons. With 4 17" x 22" maps (good quality), 400 colorful counters, record sheets for units taking hits, etc. **\$50.00**

GMT JULIUS CAESAR

Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome. 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! **\$90.00**

DICTATOR: JULIUS CAESAR MODULE # 1

Rules, scenarios, and a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; and Chaeronea in 86BC, with Consul Sulla against Archelaus. **\$30.00**

AH KINGMAKER

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **\$55.00**

GMT LION OF THE NORTH: Gustavus II Adolphus 1631

At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. **\$60.00**

AH MAHARAJA

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of Britannia, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **\$65.00**

AH NEW WORLD

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **\$45.00**

VIC PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **\$75.00**

AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **\$85.00**

3W SIX AGAINST ROME

A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. **\$60.00**

GMT SPQR - THE ROMAN ART OF WAR

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog. Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **\$85.00**

3W SWORD & SHIELD

During the Middle Ages feudalism determined much that happened in military terms, as landed aristocrats brought bands of armed men to the battlefield in service of their liege lords. Despite this unifying theme, the period saw an incredible variety of weaponry and tactics. The four battles presented in this game illustrate this diversity. The battles are Stamford Bridge in 1066 with Harold dishing it out to the Vikings; Kalafra in 1078 featuring the Byzantine newly crowned Emperor; Lake Peipus 1262 between the Principality of Novgorod against the Teutonic Knights; and Bannockburn, with Robert the Bruce and his inspirational spider taking on Edward I in 1314. With 400 great counters, 4 maps, rules, and highly suitable for solitaire play. **\$35.00**

3W THE CRUSADES

4 games of Western (Christian) Europe's campaign against Muslim domination in the Near East: Antioch 1098 (Duke Godfrey's cavalry, after surviving 21 days of siege, do a Desert Storm on the Emir of Mosul), Ascalon 1099 (the fate of Jerusalem lies at Arsouf where Godfrey's Crusaders clash with the Egyptian Emir's forces), Acre 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and Arsouf 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitaire play. **\$50.00**

NAPOLEONIC ERA

3W BATTLE OF THE ALMA

The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **\$50.00**

AH BLACKBEARD

An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **\$85.00**

PAC BLOOD & IRON

Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. **\$70.00**

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, **\$85.00**

supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. \$80.00

AH ENEMY IN SIGHT

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, raze the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. \$35.00

COA KOLIN

In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, and historical commentary. \$55.00

COA L'ARMEE DU NORD

In 1815 Napoleon launched 125,000 men across the Belgian frontier...L'Armee du Nord. They were the best troops he ever commanded, veterans chosen from a million men. Ahead lay the crossing of the Sambre River at a place called Charleroi, an intersection barely on their maps called Les Quatre Bras; a sleepy village called Ligny; a bustling town called Wavre; and a place called Mont St Jean. The road to Brussels was a straight shot north. Two days of hard marching would see them in the capital... A game suitable for novice or expert, 2 - 5 players, 360 counters, 3 34"x22" maps, suitable for solitaire play, 2 scenarios, 1 campaign, with historical commentary. \$55.00

PAR RISK DELUXE

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300+ plastic figures. \$70.00

S&T163 SEVEN YEARS WAR IN EUROPE 1756 - 1763

A simulation of the war between Prussia and a Coalition of European states, from 1756 - 63. While it resulted into a stalemate, the war consolidated Prussia's dominance of central Europe until its defeat at Jena in 1806. For two players or two teams, the goal is to gain control of as many central European fortress cities as possible without destroying the international balance of power. Contains advanced and standard rules, leaders, discipline and morale, fortresses, recruitment, diplomacy, rules for solitaire play, 200 back printed counters that allow for fog of war, & map. \$15.00

GMT THE BATTLES OF WATERLOO

Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps, etc. \$80.00

AH WAR AND PEACE

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. \$60.00

AH WE THE PEOPLE

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. \$85.00

AH WOODEN SHIPS & IRON MEN

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, raking, grapping, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! \$60.00

AMERICAN CIVIL WAR

VIC ACROSS FIVE APRILS

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. \$75.00

COA AUTUMN OF GLORY

A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. \$40.00

COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! \$60.00

COM17 GETTYSBURG - LEE'S GREATEST GAMBLE

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. \$15.00

AH HERE COME THE REBELS

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is

trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. \$60.00

COA LEES TAKES RICHMOND

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McClellan is a fumbler. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards, etc. \$37.00

TGI PERRYVILLE - Battle for Kentucky 1862

Recreates Bragg's attempts to take Kentucky in 1862, a move which would have tipped the war in the Rebels' favour. One scenario paints a "what-if" scenario based on an assumption that Bragg had been able to pull in all of the available Confederate sources. Contains revised 2nd edition rules, advanced command rules, detailed morale system, & fast and furious action. Features a stunning 22"x34" map, 280 colorful counters, three scenarios, etc. **Now on special for...** \$30.00

3W RAID ON RICHMOND

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite unevenly indeed, but his game hypothesises on the vicious urban brawl that could have erupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions. \$35.00

AH ROADS TO GETTYSBURG

Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. \$75.00

AH STONEWALL JACKSON'S WAY

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good of boys" Longstreet, Robert E. Lee & M. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game links-up with future ACW releases. 520 counters. \$85.00

VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. \$65.00

WORLD WAR I

3W ACES HIGH

A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. Includes 100 counters, log pad, landscaped map, etc. \$45.00

3W AMERICAN ACES

Every scenario is based on a specific aerial action, in most cases featuring an American ace. There are data cards for 58 aircraft, and forty scenarios from the Western Front, the Mediterranean, and the Russo-Polish War of 1920. Missions include bombing, strafing, aerial reconnaissance, air-sea rescue, dogfights, balloon busting, etc. Playing time is 45 minutes to 5 hours for a campaign, for two or more players. With 100 cute counters, 2 superb full color maps, rules, data cards, etc. \$45.00

S&T164 BALKAN WAR

An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, shock values, etc. 240 counters. \$25.00

AH COLONIAL DIPLOMACY

A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! This game will not be printed in Australia as originally indicated. \$99.00

AH DIPLOMACY

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naïve trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! \$65.00

AH DELUXE DIPLOMACY

A flashy new Diplomacy, with expanded rules presentation, redone single fold mounted mapboard, wooden pieces with unit decals, and wooden pieces with flag decals. Worth this ridiculous price? Don't buy it when your sober...unless we do a special on the price - like the one following. This game is worth \$120.00. \$70.00

ADG FATAL ALLIANCES II

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. \$40.00

COA LANDSHIPS

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918. \$45.00

3W LAWRENCE OF ARABIA

The Year is 1918, and for the Turkish command in Palestine, things look bleak. Morale is poor, their supply and command have potentially disastrous problems, they have practically no airforce, they have no reserves, & their forces are spread thin. However, the game has been designed in such a way to make playing the Turkish side just as much a challenge as playing the Allies. It gives the British a dilemma in taking Damascus, in that if the Arabs take it, they lose 20 tactical points, although it is their strategic goal. The British have a very tight schedule & must foray for water and food for his horses, & there is a small but powerful German unit present. The game has very high solitaire suitability, 240 counters, a 34"x22" map, scenarios, & campaign. \$35.00

PAN WARLORDS

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! \$10.00

EXC WINGS

A plane to plan game of air combat during WWI. This is a revision of an old Yaquinto game, now with great box art and lovely color counters. The strengths and weaknesses of the French, British, Italian, German, and Austro-Hungarian units involved are accurately duplicated by 50 data cards that display all information needed to maneuver and fire. The system incorporates speed, climbing, diving, banking, turns, slips, skids, loops, rolls, ammo, ranges, zeppelins, bombing, etc. The scenarios cover a great variety of missions. With 3 21" x 9" maps, two sheets of colorful counters, rules, data cards, reference cards, dice. For one or more players. \$80.00

WORLD WAR II

AH ADVANCED THIRD REICH

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22" x 31" map sheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! \$90.00

MB AXIS & ALLIES

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19" x 33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vat Bitter and still win! Recommended. \$90.00

JED EUROPE AT WAR

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8" x 22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). \$20.00

AH NAVAL WAR

An amusing beer 'n pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. \$25.00

GMT OPERATION MERCURY

In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 map sheets, dice, etc. \$60.00

3W RUN SILENT, RUN DEEP

An exciting, fast paced game recreating tactical submarine actions during WW2. Critical elements of submarine warfare presented include sonar, evasion & maneuver, torpedo attacks, collisions, anti-submarine weapons, and gunnery. Each submarines location is secretly plotted on Submarine Data Sheets. Escorts must frantically "ping" with sonar to search for them. 21 scenarios are included for the Atlantic, Mediterranean, and Pacific. There are 100 ship & sub counters, 160 counter markers, rules, 2 x 34" x 22" maps, and play aid chart. \$50.00

AH SQUAD LEADER 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8" x 22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers, demo charges, AT guns, and so much more! \$70.00

► CROSS OF IRON An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8" x 22" mapboard and 1096 counters. \$55.00

► CRESCENDO OF DOOM Introduces the troops, vehicles, and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, and 1324 counters. \$65.00

► GI: ANVIL OF VICTORY Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

AH UP FRONT

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire ambushes, artillery, heroes, prisoners, and more. \$50.00

► DESERT WAR

Features French & Italians units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYO?). Contains 70 cards and 63 counters. \$3.00

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28" x 34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! \$85.00

► DAYS OF DECISION 2nd Edition

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24" x 16" political map, a mini-map of Spain, etc. \$75.00

► PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types)

Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWI, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. \$40.00

► FATAL ALLIANCES II

World War One add-on for WIF. See description under WWI heading.

\$40.00



Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. \$30.00

► ASIA AFLAME

Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. \$30.00

► WORLD IN FLAMES ANNUAL

At long last, the WIF Annual, 84 pages packed with information about WIF. Includes country specific strategy notes, tactical hints on play, Harry Rowland's Russian Set-ups, force pool sheets for all countries, a look at Planes in Flames, a workable PBM system, complete errata for WIF, Days of Decision, and Planes in Flames. \$35.00

► SHIPS IN FLAMES

Another stunning production with heaps of color counters, rules upgrades, and maps? A great companion for Planes in Flames. Due ??? \$35.00

ADVANCED SQUAD LEADER

AH ADVANCED SQUAD LEADER

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! \$90.00

AH ASL ANNUAL '89

64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scottish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! \$25.00

AH ASL ANNUAL '91

64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. \$25.00

AH ASL ANNUAL '92

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. \$25.00

AH ASL ANNUAL '93 Part A

80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

AH ASL ANNUAL '93 Part B

48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. \$22.00

AH ASL ANNUAL '94

Avalon Hill may eventually release this softcover book of scenarios and articles for ASL. The question is, will they still call it '94 or will it be '95? Due 95? \$25.00

MODULE 1 BEYOND VALOR

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n trim this lot! Also features four 8" x 22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

MODULE 2 PARATROOPER

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. \$50.00

MODULE 3 YANKS

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8" x 22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

MODULE 4 PARTISAN!

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8" x 12" mapboards (#10/32). \$40.00

MODULE 5 WEST OF ALAMEIN

An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8" x 22" desert mapboards (#25-29), a 7" x 22" escarpment map and six pages of terrain overlays. \$99.00

MODULE 6 THE LAST HURRAH!

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). \$40.00

MODULE 7 HOLLOW LEGIONS

This package presents the Italians, whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60.00

MODULE 8 CODE OF BUSHIDO

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. \$95.00

MODULE 9 GUNG-HO!

Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. \$99.00

MODULE 10 CROIX DE GUERRE (Cross of War)

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles; two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. \$85.00

HISTORICAL MODULE 2 KAMPFGRUPPE PEIPER 1

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. \$75.00

HISTORICAL MODULE 3 KAMPFGRUPPE PEIPER II

A companion that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due Mar. \$75.00

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. \$25.00

GDW BLOODY KASSERINE

Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus variant options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. \$40.00

GDW RACE FOR TUNIS

Hemmied in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully comparable with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. \$45.00

WESTERN FRONT

VIC AMBUSH!

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. \$80.00

AH B-17 QUEEN OF THE SKIES

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, etc. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. \$50.00

AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. \$40.00

AH BREAKOUT NORMANDY

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb. \$70.00

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. \$60.00

AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive airborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

GMT FRANCE 1940, VICTORY IN THE WEST

Uses the same system as Arctic Storm. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units), two maps, reference cards, etc. One to two players, 2 - 20 hours. \$75.00

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! \$12.00

COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information and statistics, adding depth and realism to the game. Rules are extensive and include scenarios. \$55.00

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. \$65.00

AH PATTON'S BEST

A solitaire game that puts you in the commander's seat of a Sherman tank in George Patton's best fighting division, the 4th Armored. You can play through a short engagement, a complete day of movement and battle, or follow the day-by-day European campaign of the 4th Armored Division. Your crew starts out green and if they survive, can become grizzled veterans. 218 counters, 22"x24" mapboard, rules book, action report pad, 17 tank cards, 3 charts & tables, etc. \$60.00

AH RAID ON ST. NAZARE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard. \$65.00

3W SINK THE BISMARCK!

In May 1941 the German battleship Bismarck & heavy cruiser Prinz Eugen begin operation Rheinumbung: the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie: the Scharnhorst & Gneisenau joining in from Brest), and the vital role of aircraft. Contains 200 counters and a map (75 miles per hex). This game is worth \$50.00. \$30.00

3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenched, fortifications, German corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occurred or were alleged to have occurred during the battle. With 300 counters, rules, charts, 34"x22" map, etc. \$35.00

GMT THE RISE OF THE LUFTWAFFE

Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Riedel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Morane or Pi-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railroads, etc. \$55.00

3W TIDE OF FORTUNE

The first in a new series called The Battles for France. There will be six games, each with two maps, all of which mate up with their neighbours. It features weather, fatigue, morale, command control, AT fire, mine sweeping, ferries, shore batteries, reaction movement, etc. There are 300 counters, 3 34"x22" maps, and 6 play aid sheets. This game recreates the many possible attacks the Allies could have used to cross the Rhine in late 1944. Who had the best strategy, Montgomery & his single thrust? Or Eisenhower & his broad front? Try them both and see! \$45.00

JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short "n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. \$30.00

EASTERN FRONT

S&T152 CASE GREEN

A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. \$10.00

3W CRIMEAN SHIELD

Designed for solitaire or two players. The central concept is that of Command and Supply Points. When a unit suffers losses, it takes them from its current CS Point total (if any) and/or retreats. If it currently has no CS Points, and either cannot retreat or does not wish to do so, it suffers step-losses instead. Most units in the game have 2 steps (front and back), and may also be reduced to a remnant. Reduced step and remnant units can be later reorganized by the allocation of CS Points. But units must be in supply and in communication with their HQ to do this. There are 800 counters and 8 scenarios to represent combat from 1941-44 on the Crimean front. \$45.00

target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8" x 22" mapboards (5 yards per hex). \$60.00

VIC FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two seepiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22" x 32" maps (4km per hex). Originally \$80.00 - please - buy a copy & give it a home! \$35.00

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, unimpeded games, ECM warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22" x 32" mapboard (1km per hex). \$50.00

AH GUERRILLA

A card game for 2 - 6 players, simulating typical banana republic revolution. Each player fields forces for both sides while raiding vital installations against other players. Where do loyalties truly lie? Are you with the current regime or secretly sympathetic to the rebels. \$55.00

GMT HORNET LEADER

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MiGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! \$65.00

GMT THUNDERBOLT & APACHE LEADER

Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH-64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! Includes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER). \$65.00

AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8" x 22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

SUP SUPREMACY

Components include 370 plastic playing pieces, a 20" x 30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is achieved, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomaniacs fool around with nuclear weapons? Usually Armageddon! End of game... \$99.00

► SUPREMACY RULES VERSION 3.0

The latest edition rulebook, allowing those of you with the earlier version of the game to update it to Version 3.0 without having to fork out \$99.00. \$10.00

► COLONIAL LEGIONS & MERCHANT MARINE Comes with 480 Armies and Colonial Legions in superpower colors; 160 navies and merchant ships; 160 decals for ships' 18 nuclear mushroom clouds, and also new rules for using the pieces, etc. \$55.00

► FORTUNA Rules for News, Rumours or Acts of God, ie, natural, economic, & political disasters such as coups, plagues, droughts, etc. \$35.00

► NEUTRON BOMBS & KILLER SATELLITES Strategic weapons that will affect military postures & readiness, including Solos & Spaceports. 348 pieces. \$40.00

► RESOURCE DECK TWO These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. New off-shore resource locations. \$25.00

► THE HIGH TECH EDGE FOR STRATEGIC FORCES Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. \$40.00

► THE MIDDLE POWERS Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. \$30.00

► UNCONVENTIONAL FORCES The sinister side of world politics, assassins, spies, saboteurs & exclusive, top-secret weapons. \$35.00

► WARLORDS & PIRATES Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. \$25.00

► MEGA SUPREMACY RULEBOOK 186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts, build tables, treaty forms, bond certificates, etc. \$45.00

► MEGA SUPREMACY MAP So much for being a large vinyl map! It's a large map alright, but only flimsy paper printed on one side. But it is rather large, and you will easily be able to fit all those plastic pieces on it. \$40.00

THE FLEET SERIES

VIC 2nd FLEET

A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22" x 32" maps, 10 scenarios. \$75.00

VIC 7th FLEET

The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22" x 32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. \$85.00

VIC 6th FLEET

Naval conflicts in the oil-rich, volatile Mediterranean. Contains 644 counters represent 16 nations, two 22" x 32" maps, and 14 scenarios, including a campaign. \$80.00

VIC 5th FLEET

Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will

determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22" x 32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. \$85.00

VIC 3rd FLEET

A medley of naval operations with three 32" x 22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crisises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAMs, the Soviet Tbilisi carrier, and U.S. seafowl submarines. \$80.00

SCIENCE FICTION

FAS BATTLETECH 3rd Edition

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neigbouring space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, Mech anatomy & Regimental organisations. There are two 22" x 17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbird, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! \$39.95

► THE BATTLETECH COMPENDIUM

Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates.

► BATTLETECH COMPENDIUM: The Rules of Warfare

This hardcover book celebrating the tenth anniversary of BattleTech. Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules, clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIIC with jump jets and twin Ultra AC/20, etc. And a map of the Innersphere. \$40.00

► BATTLETECH COMPENDIUM: CD-ROM

All the data of the above revised compendium on CD-ROM for use with Windows 3.1. But it also includes graphic and data displays of the mechs from Readouts 3025, 3050, and 3055, as well as other sources. It has a complete mech construction and record sheet generation system, & heaps of computer animation of mechs in action. Due Nov. \$80.00

► BATTLELANCE Miniatures Rules

This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbriggen and bidding. \$3.00

► BATTLESPACE

This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. \$55.00

► AEROTECH KIT Just the counters & map, for use with the COMPENDIUM. \$10.00

► BATTLEMECHS This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. \$27.00

► BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK Something strange is going on - mercenary units are disappearing. They finish their contract, and then disappear. Who are what is behind this? Is one House secretly hiring these units? Or are they being destroyed in secret? This sourcebook reveals inside info on the intelligence agencies of the five Houses, Wolf's Dragoons, the Clans, and Comstar; new archetypes & personal equipment. \$34.95

► BATTLETECH MAP SET #2 8" x 22" x 18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & Battletech maps. \$35.00

► BATTLETECH MAP SET #3 Contains eight 18" x 22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. \$35.00

► BATTLETECH MAP SET #4 Contains eight more 18" x 22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. \$35.00

► BATTLETECH RECOGNITION CARDS 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mech is also given it's MechForce USA combat value. \$40.00

► BATTLETECH REINFORCEMENTS II Boxed set with 82 colour Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. \$45.00

► BATTLETECH TACTICAL HANDBOOK An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. \$24.00

► BLACK THORNS Based on the events in the novels *Main Event* and *DRT*, this book includes a history of the Black Thorns, as well as MechWarrior stats, etc. \$20.00

► CITYTECH 2nd EDITION At long last the new edition of CityTech is here. This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. \$50.00

► CITYTECH KIT Contains 2 22" x 17" city maps, + 256 counters depicting various Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. \$15.00

► COMSTAR SOURCEBOOK Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new Mechs. \$30.00

► DAY OF HEROES A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the *March Rebellion*, as seen in *Blood of Heroes* novel. This module also finishes off the novel *Blood of Heroes*, which ended without resolving the combat situation. \$16.50

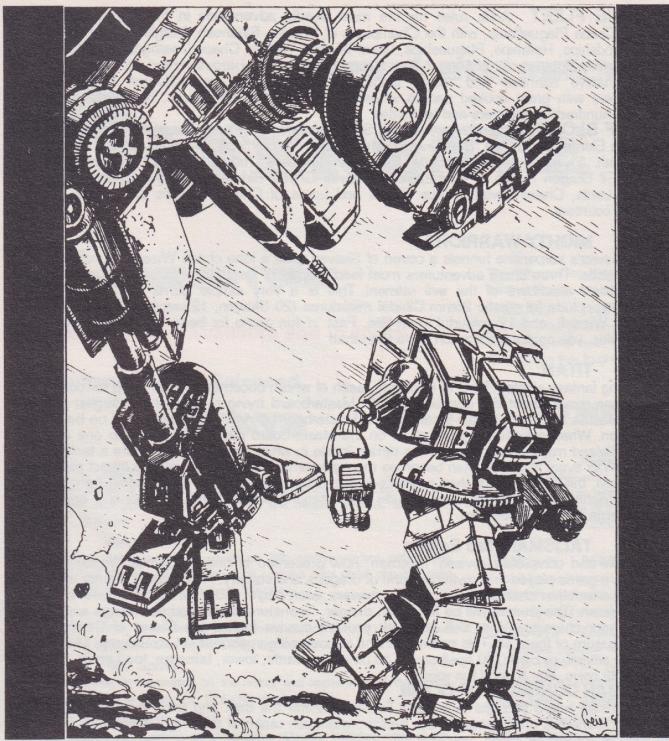
► FIRST SOMERSET STRIKERS A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the U.S. Every character, Mech, and vehicle of the show is detailed in this book. Due March. \$35.00

► HOT SPOTS Rulebook adding further rules regarding being a mercenary. \$22.50

► INVADING CLANS The third sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are the Smoke Jaguars, Nova Cats, Diamond Sharks, and Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and Second Line Mechs; & history of combat for each Clan, etc. \$35.00

► LUTHIEN Scenario pack which details the entire Clan invasion. With map. \$22.50

► McCARRON'S ARMORED CAVALRY Campaign with 14 scenarios, regimental back-ground



The exact same games as above, except with standup cardboard pieces instead of the metal miniatures. The result is a cheaper price. \$60.00

↳ LEGIONS OF STEEL DEMO MACHINE

A micronised, complete game of Legions of Steel, packaged in a neat miniatures case, complete with 940mm metal miniatures. Has a reference sheet, paper map, counters, and 38 page rulebook (with tiny pages). Focuses on the United Nations in space, taking on borgs on space hulks. \$40.00

↳ LEGIONS OF STEEL PREVIEW

In the original boardgame, the focus of action was indoors, underground, close-in fighting. But in this pre-release book the action is taken outdoors. Entire platoons of powered infantry clash against mechanical hordes and killer Colossi. This supplement has 50 pages and includes a response form for you to return to Global Games if interested. \$12.00

↳ LEGIONS OF STEEL ALIEN SOURCE BOOK A 96 page book which introduces us to the Black Empire, the Infranites and the Fantansians. Provided is an overview of each race's physiology, culture and history. There are six new scenarios, charts, and tables, and painting schemes. \$20.00

↳ LEGIONS OF STEEL MINIATURES

GLO1501	UNE Trooper w/Ram & TOW7	\$13.00
GLO1502	UNE Trooper w/Ram & GL	\$13.00
GLO1511	Heavy Weapon Trooper w/Emp Project	\$10.50
GLO1580	UNE Pioneers (2)	\$12.00
GLO1701	G18 Nightmare W/Thumper	\$9.00
GLO1711	Mark 1A1 Assault Fiend	\$25.00
GLO1760	G4 Gremlins (4)	\$9.00
GLO1770	G6 Sniperbot	\$9.00
GLO1790	C2 Centurion	\$25.00
GLO3000	Seth Drakkar	\$10.50
GLO3020	Storm Angel	\$13.50
GLO3040	Lancer Takkar	\$12.00
GLO3041	Grenadier Takkar	\$12.00
GLO3200	Stormtrooper with PPSH	\$13.00
GLO3201	Stormtrooper with PKM	\$13.00
GLO3202	Stormtrooper with SS2000	\$13.00
GLO3203	Fantansian Troopers w/AK	\$13.00
GLO3204	Fantansian Troopers w/RPK	\$13.00
GLO3220	T-85/34 Shock Armor	\$14.50

BUF

NUCLEAR WAR

A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmerong pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, player mats, rules. \$45.00

↳ NUCLEAR ESCALATION

A stand alone card game, which can also be combined with Nuclear War if desired. It follows the same basic format but adds new cards and tactics, such as space platforms (for purposes of peace, of course), superviruses, spy, cruise missiles, etc. With 108+ cards, bomb die, player mats, etc. \$45.00

↳ NUCLEAR PROLIFERATION

Also a stand alone card game, which can be combined with the previous two games. You choose which farcical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs, etc. A lesson in the futility of atomic warfare. \$45.00

FAS

PREFECT

An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopers, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Formations of armor & infantry slug it out in a desperate struggle for cities & fortifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Includes an operational briefing book, over 800 counters, 21" x 34" planet map, a 21" x 34" system map, scenarios, DYO invasion options, & campaign notes. \$40.00

WIZ

ROBO RALLY

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic: The Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. \$70.00

IRO

SILENT DEATH UNLEADED

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22" x 17" maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. Note new price. \$32.00

↳ OVERKILL: THE PTOLEMEI WARS

A module of interstellar warfare between the Colossian Fleet & House Ptolemy. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. \$22.00

↳ NIGHT BROAD

The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatching sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! \$32.00

TAS

STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET

This boxed set contains a 224 page rulebook (with an introductory section), a 24" x 20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters), campaign play & designer's notes. \$65.00

↳ SFB ADVANCED MISSIONS

Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) deadly maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. \$65.00

↳ CAPTAIN'S RULEBOOK

This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Capt's Ed Basic Set. \$80.00

↳ CADET TRAINING MANUAL STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11" x 15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cutel \$15.00

↳ CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. \$18.00

↳ CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. \$20.00

↳ CAPTAIN'S LOG #11 80 pages, including scenarios, tactics covering Tholians & Mauers, two new X-Ships SSDs, a most amusing article on how the Klingons view the Federation, etc. \$20.00

↳ CAPTAIN'S LOG #12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. \$20.00

↳ CAPTAINS LOG #13 80 pages of fiction, scenarios, new SSDs, fiction, etc. \$20.00

↳ CAPTAINS LOG #14 80 pages of articles, scenarios, new SSDs, fiction, etc. \$20.00

↳ CAPTAINS LOG #15 80 pages with a story on Kzinti commandoes assaulting a Lyran

GLO

LEGIONS OF STEEL

A fast paced miniatures game of conflict in the near future. Human commandos in power armor invade an enemy base complex or spaceship, and are assaulted by hordes of killer android organisms, including skeletal G1 Nightmares, and the Mark 1 Assault Fiend. The game is fast moving and has a Space Hulk feel. Components include 19 metal miniatures (called 25mm but really about 30mm), 48 full color interlocking map templates, 86 color counters, 24 stand up doors, rulebook containing 8 scenarios, etc. For 2 players, each game 1 to 3 hours. \$80.00

↳ LEGIONS OF STEEL UNLEADED

The exact same games as above, except with standup cardboard pieces instead of the metal miniatures. The result is a cheaper price. \$60.00

command cruiser, a section on Hydrian tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. \$20.00

► CAPTAINS LOG # 16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. \$30.00

► CAPTAINS MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ship designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. \$35.00

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► CAPTAINS SSD PACK Contains all the SSDs from the CAPTAINS EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2, SSDs for over 300 ships. \$40.00

► MODULE C1: New Worlds I Details the weapons, ships & history of the Hydrian King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. \$30.00

► MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSDs, 108 counters. \$30.00

► MODULE C3: New Worlds III The LDR, Sectorians, rules, scenarios, & new counters. \$34.95

► MODULE D1: Veteran's Master Ship Chart Lists ships from the old & new SFB, Starletter & Captain's Log. With Carrier data & master charts for Fighters & PFS. \$10.00

► MODULE D2: Tournament Tactics Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch o' grown men with pretentious accolades! \$10.00

► MODULE D3: Booms and saucers. 32 page SSD book with 12 Federation saucers, 12 Klingon booms, 5 Neo-Tholian rear hulls, & 2 scenarios involving Hydrans, Klingons, Feds. \$12.00

► MODULE P5: Lyran Democratic Republic, with history, order of battle, ship SSDs, etc. \$10.00

► MODULE R1 Covers starbases, battle stations, base modules, freighters, etc. \$35.00

► MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 Andromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. \$35.00

► MODULE R3 Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. \$35.00

► MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. \$35.00

► MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! \$40.00

► MODULE S1: Scenario Book # 1 51 scenarios & a 19"x23" asteroid-belt map. \$22.00

► MODULE S2: Scenario book # 2, with 50 new scenarios, for both F&E and SFB. Includes a full color map of an asteroid field. \$23.95

► MODULE T: TOURNAMENTS 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. \$25.00

► STAR FLEET MISSIONS A fast beer 'n pretzels card game version of SFB. \$35.00

► TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). \$30.00

► TOURNAMENT BOOK '91 Complete rules, 12 tourney SSDs & 216 counters. \$10.00

STAR FLEET BATTLES MINIATURES

TASS501	Federation CA	\$11.95
TASS502	Klingon D7	\$11.95
TASS503	Romulan Warbird (2)	\$11.95
TASS5401	Starter Set (Fed CA, Klingon D7, Warbird, 2 x Tholian PC)	\$30.00

TSR DRAGONSTRIKE

An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. \$80.00

TSR DUNGEON! 2nd Edition

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. \$50.00

GAM KERRUNCH

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rulebooks - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) \$25.00

AVA LEGENDS OF ROBIN HOOD

Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Wil Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy revellers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lure, merry men, etc), 64 illustrated cards, and 2 pages of rules! \$25.00

AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! \$60.00

GAM MAN O' WAR

A stunning new game from Games Workshop - naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. There are ships of the line, making the bulk of the fleet, and the great Men O'War, mighty ships that are the foundation of your fleet. Each ship has its own stat card, which includes all relevant damage details, and the ship's stats. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters for magic, damage, crew, debris, etc., & card Islands, shorelines, etc. \$75.00

► PLAGUE FLEET Adds rules for the most deadly adversaries in the Warhammer world, including: Chaos Plaguefleets, with the Champions of Khorne, Slaanesh, Nurgle, & Tzeentch sailing into Bloodships, Hellships, Plagueships, Great Winged Terrors, Chaos Deathgalleys; Chaos Dwarf Fleets from the Ziggurat city of Mingol Zhar-Nagrund with Battlebarges armed with the largest and most destructive cannons and rocket launchers ever devised; and Skaven Clafleets, with Doombingers with great spoked paddle wheels. Includes ship data cards, two packs of playing cards, and hundreds of counters and templates. \$44.95

► SEA OF BLOOD Contains new rules for Sea Monsters and Flying Creatures. Monsters include Triton, Sea Elemental, Kraken, Sea Dragon, Megalodon, Promethean, Black Leviathan, Gargantuan, & Behemoth. Flying Creatures include Bretonian Pegasus Riders, Dwarf Gyrocopters & War Balloons, Elf Dragon Riders & War Eagles, Imperial Griffon Riders, Orc Wyvern Riders, Dark Elf Manticore Lords, Chaos Dwarf Taurus Riders and Lords of Chain. Includes data cards, monster cards, and counters. \$44.95

► GAM MIGHTY WARRIORS

From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include 36 plastic 25mm Citadel miniatures (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard), and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! \$38.00

AH TITAN

A rip-snorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-rolling, boor-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. \$65.00

GAM TALISMAN 3rd Edition

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. \$90.00

► TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. \$45.00

► TALISMAN CITY OF ADVENTURE

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards, etc. \$45.00

AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. \$50.00

SPORTS GAMES

AH BASEBALL STRATEGY

There is more to baseball than just hitting, fielding and pitching! The great managers of certain teams have made those teams successful. This game embodies such subtleties in a strategy game that puts you in the shoes of a big league manager. The game includes three games: Head-to-Head, where you and an opponent are given identical 25 players teams, patterned after typical big league clubs; Statistical Replay, where you play using actual professional players and their stats; and the Solitaire Game, where you can play against yourself without losing any of the strategical elements. Includes rules, cards, record pad, counters, and mounted mapboard. \$45.00

► FOOTBALL STRATEGY

2 games in 1 package. Game 1 is a fast paced game where participants attempt to outguess each other calling Offense Plays and Defensive Formations best suited to the situation, and including Gridiron, 10 yard marker, pro-style offense play charts, 2 sets of defense cards, football, rules, scorepad, & widows handbook. Game 2 is the same as Game 1, with additional sets of Play Charts. Here players may pick from a variety of offenses running the gamut between Lombardi style to the wide open passing game of the legendary Johnny Unitas. Has additional sets of play charts. \$35.00

AH PAYDIRT

The authentic pro football action game. It is not a spinner and dice game, but a game of think and double think. During play you must deduce what you think your opponent will call. Your opponent is doing likewise. Calls of each player are cross-indexed on the proper Play/Action Team Charts to get the final loss or gain. So if you've got the worse team of the season, you will need to develop a plan to overcome this handicap. Highly suitable for solitaire play. Includes gridiron playing board, rules folder, complete set of play/action team charts for every AFL/NFL team, scorepad, plastic football and 10 yard marker, play aid charts, special numbered dice cubes. \$55.00

AH STATUS PRO BASEBALL

The game of Professional Baseball. There are no dice, no chance cards. The heart of the game is the fast action system. The game comes with over 700 cards - one for each player of every big league team that performed regularly in the previous season. You can even replay an entire season, and the game is so realistic that you will probably get the same result. Highly suitable for solitaire play. Now you can ask these questions and find the answers - did the best team win the World Series? Were the MVP awards deserved, etc. \$85.00

AH STATUS PRO BASKETBALL

The game of Professional Basketball. You are the coach, you pick the starting lineups, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics in shooting, fouls, rebounds, blocked shots, assists, steals, etc. The Fast Action Card system with a 200 card deck keeps the game pace high, and also allows solitaire play. \$65.00

AH STATUS PRO FOOTBALL

The game of Professional Football. You are the coach, you pick the starting lineups, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics, etc. The Fast Action Card system with a 200 card deck keeps the game pace high. \$65.00

ADG WORLD CUP TOURNAMENT FOOTBALL (SOCCER) GAME

A locally produced game featuring stunning components. You lead a soccer team just entering the World Cup. Ranged against you are 23 other teams all bent on halting your bid for victory and glory. Your team has a variety of skills but only the best use of that ability will lead your team to the trophy. The game comes with 84 National Teams that allow you to play every World Cup since its inception in 1930. You can even make up your own World Cup campaigns with your favourite teams. Each team is rated based on its historical performance. Can you outscore the fluent Brazilian attack or break down a strong German defense? For 2-24 players, with 2 82cm x 58cm gameboards, one for Olympic and one for World Cup, 84 National Team tokens, 192 playing cards, rules, etc. \$60.00



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AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc, etc.

\$27.00 for 6 issues
\$54.00 for 12 issues

BATTLETECHNOLOGY

A bi-monthly publication that exclusively covers the uni-verse of Battletech & Mechwarrior. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, indepth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensible to all diehard 'Mechheads'!

\$53.00 for 6 issues

CHALLENGE

Games Designers Workshop's monthly mag' is the definitive publication for Sci-Fi roleplayers. Every GDW system is covered; 2300AD, Megatraveller, Twilight 2000, Space 1889 & Dark Conspiracy. Other games such as Warhammer 40K, Battletech, Cyberpunk et al, are also covered (through not as profusely as the former titles). Article definition involves RPG adventures, wargame scenarios, variant rules, new equipment, and general gaming essays. Publication regularity is very good.

\$35.00 for 6 issues
\$56.00 for 12 issues

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$49.00 for 6 issues
\$78.00 for 12 issues

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$40.00 for 6 issues
\$64.00 for 12 issues

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$50.00 for 6 issues
\$80.00 for 12 issues

PROTOCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protoculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$45.00 for 6 issues
\$81.00 for 12 issues

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$105.00 for 6 issues

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: *Hampire: The Masked Ace Raid*, and coming is *Werewolf: Ah, Pork Lips, Gee*, which games are they ripping off?

\$49.00 for 6 issues
\$78.00 for 12 issues

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. The first two issues have been a huge success and sold out the world over. I'm looking at issue # 2 while I write this review, and it contains many goodies: the complete rules for the *Star Trek Next Generation Collectable Trading Card Game*, a preview of *Galactic Empires*, some teasers on the *Illuminati Collectable Trading Card Game*, a complete price guide for: Magic the Gathering Alpha, Beta, Unlimited, Arabian Nights, Antiquities, Legends, Spellfire; a checklist for The Dark; interviews, designer notes for *Jihad*, the rules for *Galactic Empires* - need I go on?

\$35.00 for 6 issues
\$63.00 for 12 issues

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$24.00 for 4 issues
\$39.00 for 8 issues

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

\$30.00 for 4 issues

WHITE DWARF

A glossy, monthly English magazine solely dedicated to Games Workshop products. Enthusiasts of Warhammer RPG, Warhammer Fantasy Battles, Warhammer 40K, Space Hulk, Space Marine, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new Citadel releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.

\$36.00 for 6 issues
\$72.00 for 12 issues

WHITE WOLF

A bi-monthly role playing magazine published by White Wolf. It features a mix of articles, scenarios, and regular columns and heaps of reviews. Although published by White Wolf it has an independant outlook, and recent games featured ShadowRun, TORG, Vampire, Cyberpunk, Ars Magica, Werewolf, Pendragon, Call of Cthulhu, etc. It includes both colour and black and white pages, and space is given to PBMs, and regular features on artists and their superb works. 80 pages. A percentage of the proceeds are sent on to sponsor a real life wolf pack.

\$36.00 for 6 issues
\$58.00 for 12 issues

CRAZY SPECIALS

Please Give Second Choices

WARGAMES

AVA KINGMAKER

Crazy Special \$37.50

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royal. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers.

AVA WORLD WAR TWO SPECIAL

Crazy Special \$75.00

Normally \$125.00

For this special we will send you both of Avalon Hill's excellent "area movement system" games, *Turning Point at Stalingrad*, and *Breakout Normandy*. *Breakout Normandy* is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. *Turning Point at Stalingrad* Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level).

Also available individually:

Breakout Normandy Crazy Special \$45.00 Normally \$70.00
Turning Point Stalingrad Crazy Special \$32.50 Normally \$55.00

FAS THE BATTLESPACE SPECIAL

Crazy Special \$50.00

Normally \$90.00

For this special, we will send you both *Battlespace* and the 3057 *Dropship and Spaceship Technical Readout*. *Battlespace* is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. 3057 *Technical Readout* is about the new age of space combat and technology that comes with Battlespace. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets.

Also available individually:

BattleSpace Crazy Special \$35.00 Normally \$60.00
3057 Tech Readout Crazy Special \$18.00 Normally \$30.00

GAM BATTLE FOR ARMAGEDDON SPECIAL

Crazy Special \$30.00

Normally \$70.00

For this special we'll send you *Battle for Armageddon* and *Chaos Attack*. *Battle For Armageddon* is a two player game of strategic warfare in the Imperium. Massive Ork forces invade the planet Armageddon, while the Imperial hiveworld troops, Imperial Guard, and Space Marines attempt a desperate defense. The three Space Marine Chapters are Blood Angels, Salamanders, and Ultramarines. Includes a large mounted mapboard, colorful double sided counters, two sets of strategy cards, special cards, ref sheet, rulebook and history. The game has a real "Russian Campaign" feel to it. *Chaos Attack* is a supplement for *Battle for Armageddon*. It contains a host of new counters and cards that will allow you to explore many exciting new strategies. Additional counters are provided for both the Orks & Imperium, including Squat reinforcements to help the defense, and two new Ork tribes. There are also a complete set of counters and rules that allow you to fight the 1st Battle of Armageddon 300 years ago, when a huge Chaos army invaded the planet.

Also available individually:

Battle for Armageddon Crazy Special \$25.00 Normally \$45.00
Chaos Attack Crazy Special \$7.00 Normally \$25.00

TAS STAR FLEET BATTLES SPECIAL

Crazy Special \$78.00

Normally \$155.00

For this special we will send you *Star Fleet Battles Captains Edition Basic Set*, as well as the three world modules, C1, C2, and C3. The *Star Fleet Battles Captains Edition Basic Set* contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. *MODULE C1: New Worlds I* details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. *MODULE C2: New Worlds II* details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist),

and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. *MODULE C3: New Worlds III* the LDR, Seltorians, rules, scenarios, & new counters.

Also available individually:

<i>SFB Captains Edition Basic Set</i>	Crazy Special \$35.00	Normally \$65.00
<i>Module C1 New Worlds I</i>	Crazy Special \$16.00	Normally \$30.00
<i>Module C1 New Worlds II</i>	Crazy Special \$16.00	Normally \$30.00
<i>Module C1 New Worlds III</i>	Crazy Special \$16.00	Normally \$30.00

NOVELS

TSR AD&D NOVELS SPECIAL

Crazy Special \$22.00

Normally \$50.00

For this special, we'll send you 5 novels, all of which have been dropped by TSR. So get your order in quickly - when they run out, that's it! They are: *Ironhelm*, *Viperhand*, *Horselords*, *Dragonwall*, and *Crusade*.

Also available individually, as below:

<i>Ironhelm</i> (Maztica # 1)	Crazy Special \$5.00	Normally \$10.00
<i>Viperhand</i> (Maztica # 2)	Crazy Special \$5.00	Normally \$10.00
<i>Horselords</i> (Emp # 1)	Crazy Special \$5.00	Normally \$10.00
<i>Dragonwall</i> (Emp # 2)	Crazy Special \$5.00	Normally \$10.00
<i>Crusade</i> (Emp # 3)	Crazy Special \$5.00	Normally \$10.00

ROLE PLAYING GAMES

TSR DARK SUN SPECIAL

Crazy Special \$87.00

Normally \$199.00

TSR has dropped seven Dark Sun modules. We snaffed up good quantities of them, so here they are: *DSE1 Dragon's Crown*, *DS1 Freedom*, *DSQ1 Road to Urik*, *DSQ2 Arcane Shadows*, *DSQ3 Asticilian Gambit*, *DSR2 Dune Trader*, and *DSR3 Veiled Alliance*. All are also available individually:

<i>DSE1 Dragon's Crown</i>	Crazy Special \$22.00	Normally \$55.00
A 5-book, 2-map, "super-module" wherein our heroes must traverse the continent in a desperate bid to find the secrets of the Order and stop psionics draining from Atha.		

<i>DS1 Freedom</i>	Crazy Special \$12.50	Normally \$25.00
In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution!		

<i>DSQ1 Road to Urik</i>	Crazy Special \$12.50	Normally \$25.00
Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again.		

<i>DSQ2 Arcane Shadows</i>	Crazy Special \$12.50	Normally \$25.00
Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues.		

<i>DSQ3 Asticilian Gambit</i>	Crazy Special \$12.50	Normally \$25.00
In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg.		

<i>DSR2 Dune Trader</i>	Crazy Special \$11.00	Normally \$22.00
Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign.		

<i>DSR3 Veiled Alliance</i>	Crazy Special \$11.00	Normally \$22.00
Describes the extensive secret societies of goodly magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings.		

TSR DRAGONLANCE SPECIAL

Crazy Special \$40.00

Normally \$90.00

TSR has dropped five Dragonlance modules. We snaffed up good quantities of them, so here they are: *DLE2 Dragon Magic*, *DLE3 Dragon Keep*, *DLA1 Dragon Dawn*, *DLR1 Other Lands*, *DLA3 Dragon's Rest*. All are also available individually:

<i>DLE2 Dragon Magic</i>	Crazy Special \$9.00	Normally \$18.00
Krynn's moons slowly fade as the alignments become locked in conflict. Only the Astral Dragon, who has disappeared, can help.		

<i>DLE3 Dragon Keep</i>	Crazy Special \$9.00	Normally \$18.00
An epic quest, aided by Good Dragons, that takes place upon the mysterious plains of Lunitari, and deep within the oceans of Krynn.		

<i>DLA1 Dragon Dawn</i>	Crazy Special \$9.00	Normally \$18.00
Set in the continent of Taladas - the Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. Old World heroes must come to the rescue.		

<i>DLA3 Dragon's Rest</i>	Crazy Special \$9.00	Normally \$18.00
Involves the Ethereal Plane and Cinder Gems, whom the God Sarganas tricks the PCs into searching for.		

<i>DLR1 Other Lands</i>	Crazy Special \$9.00	Normally \$18.00
Details the lost lands of Krynn: Watermere: undersea home of the reclusive Dargonesti sea elves; Silesia: a jungle island dominated by a mountain range wherein dwell the Gods; and Chorane: an underground nation beneath Krynn's south pole being torn apart by civil war.		

TSR SUNDY AD&D SPECIAL

Crazy Special \$53.00

TSR has dropped the following products. But being good sellers, we snaffed up good quantities of them to clear out on crazy special, so here they are: *Castles Boxed Set*, *DMGR4 Monster Mythology Guide*, *FRA1 Storm Riders* and *FRA2 The Black Courier*. Also available individually, as below:

Castles

Crazy Special \$25.00 Normally \$50.00

Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm cardboad cutouts.

DMGR4 Monster Mythology

Crazy Special \$15.00 Normally \$30.00

Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinkoids (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races.

FRA1 Storm Riders

Crazy Special \$9.00 Normally \$18.00

For use with the Horde boxed set. Our lucky characters must discover the where abouts of a feisty Mongol princess, who was unfortunately kidnapped by horse-soldiers belonging to a vast barbarian army intent on invasion.

FRA2 The Black Courier

Crazy Special \$9.00 Normally \$18.00

The search for the Princess must continue, despite distractions from a mysterious magical black stalion, devious assassins, and fierce nomadic horsemen.

FAS EARTHDAWN SPECIAL

Crazy Special \$75.00

In this special set in FASA's fantasy world, we'll send you *EarthDawn RPG Hardback*, *Barsaive Campaigns Boxed Set* and *Denizens of EarthDawn Vol 1*. All three titles are available individually, as below:

EARTHDAWN RPG

Crazy Special \$30.00 Normally \$55.00

A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloudships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. Note: if we sell out of hardcover, we will supply the softcover for the same price.

Barsaive Campaign Set Boxed

Crazy Special \$30.00 Normally \$50.00

set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends.

Denizens of Earthdawn Vol 1

Crazy Special \$20.00 Normally \$35.00

Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race.

RTG CYBERPUNK SPECIAL

Crazy Special \$43.00

Normally \$82.00

Cyberpunk has taken a whole new direction since the release of the *Cybergeneration* sourcebook. So for this special we'll send you *Cybergeneration*, *Bastille Day* (the first adventure for it), and *Land of the Free*, the sourcebook for the USA. Also available individually, as below:

Cybergeneration

Crazy Special \$20.00 Normally \$35.00

In 2027, a deadly new plague is sweeping America - whose constitution has changed to become the Incorporated States of America, heck, even the President is ex-Biotechnica. The Corporations rule all, having kicked out the Eurocorps, and liberty & justice are reserved for the few at the top of the corporate ladder. The plague is a nanotech based mutagenic which kills anyone over twenty, and anyone younger than twenty mutates. They evolve into what is known as the Cybergeneration, complete with new nanotech skills and abilities - timmen, who can alter their appendixes at will like the T-1000 Terminator in T2; Alchemists, who can disassemble any material and reconstruct it into another form; Wizards, who are like a living cyberdeck & can control remotes; and Scanners, able to pick up & scan broadcast or living signals. The 192 page book also includes 17 new character roles, new weapons, techs, adversaries and allies, & heaps of role play material.

Land of the Free

Crazy Special \$20.00 Normally \$35.00

The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist's daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues.

Bastille Day

Crazy Special \$7.00 Normally \$12.00

48 page adventure where Rache Bartmoss hires some PC cyberkids to track down Spider Murphy, who's gone missing. But they are up against the ISA dragon, and will be hard put to rescue her.

TRADING CARDS

TSR 1992 FACTORY SET AD&D COLLECTOR CARDS

Crazy Special \$30.00

Normally \$70.00

This is one of the limited release TSR Factory Sets of the huge range of collector cards they produced a couple of years ago. This boxed set contains one each of the entire 1992 range of TSR's collector cards, around 500 different cards, many with original artwork, many with artwork we've seen on a hundred other TSR products. The cards have game data on the back of each card. For \$30.00 this set of collector cards is a great deal.

MINIATURES RULES

WRG D.B.M. ANCIENTS SPECIAL

Crazy Special \$58.00

Normally \$80.00

D.B.M. is the most popular set of ancient miniatures rules world wide, having taken the gaming community by storm. For this once only special, we are offering the game rules plus all four army list books. All are also available individually, as set down below:

D.B.M. Rules Version 1.1

Crazy Special \$12.00 Normally \$16.00

D.B.M. has at last been updated to include all of the amendments that had previously been released on 3 pages. Many parts of the text have been re-worded where the text was a little

confusing. D.B.M. has been written for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. The rules classify all troop types according to how they actually fought, not according to what weapons and armor they had. There are no longer such meaningless classifications such as medium, light medium, etc. Combat is very quick and simple. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. There is also a magnificent command system. Each general (usually have 2 to 3, each with his own command) throws 1D6, and this is the number of actions that general can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular.

DBM ARMY LISTS Book # 1 **Crazy Special \$12.00 Normally \$16.00**

A 54 page book of army lists written especially for DBM for 3000 BC - 500 BC. Armies include: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc.

DBM ARMY LISTS Book # 2 **Crazy Special \$12.00 Normally \$16.00**

A 76 page book of army lists, including some of the Ancient period's greats, from 500 BC - 476 AD. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillian, Marian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, Parthians, etc.

DBM ARMY LISTS Book # 3 **Crazy Special \$12.00 Normally \$16.00**

A 76 page book with army lists for the Early Medieval Period, from 476 AD - 1071 AD. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, etc.

DBM ARMY LISTS Book # 4 **Crazy Special \$12.00 Normally \$16.00**

The High Medieval Period, 1071 AD - 1500 AD, and one of the most popular periods in history. 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English, Feudal French, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite, Wars of the Roses, Burgundian Ordonnance, etc.

MINIATURES

GRE FUTURE WARRIORS 25mm

Crazy Special \$62.00

Normally \$105.00

Grenadier UK make a superb series of Future Warriors figures, which are designed specifically for use with their Killzone game. But I expect most people use the figures for their games of Warhammer 40,000, using the figures are Space Marine scouts, Genestealer Brood-brothers, Chaos Marines, etc, etc. We are offering seven blisters of 5 exaggerated 25mm metal figures, 35 figures in all. The figures are also available individually, as below:

GRE1503 TROOPERS (5) **Crazy Special \$9.50 Normally \$14.95**

GRE1505 FUTURE SAVAGES (5) **Crazy Special \$9.50 Normally \$14.95**

GRE1507 TROOPERS, HVY WPNS **Crazy Special \$9.50 Normally \$14.95**

GRE1510 FUTURE SAVAGES (5) **Crazy Special \$9.50 Normally \$14.95**

GRE1511 TROOPER COMMAND (5) **Crazy Special \$9.50 Normally \$14.95**

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RAL AD&D 25mm MONSTERS SPECIAL

Crazy Special \$65.00

Normally \$112.00

AD&D monsters have always been very popular with both Role players and miniatures gamers. So for this special we are offering ten blisters of monsters, all in true 25mm scale. The miniatures are also available individually, as below:

RAL11414 CHIMERA (1) **Crazy Special \$10.00 Normally \$14.95**

RAL11436 FROST GIANT (1) **Crazy Special \$9.00 Normally \$13.50**

RAL11445 GRIFFON (1) **Crazy Special \$6.50 Normally \$9.95**

RAL11449 WYVERN (1) **Crazy Special \$10.00 Normally \$15.50**

RAL11461 LAMASU **Crazy Special \$6.50 Normally \$9.95**

RAL11463 KETCH (3) **Crazy Special \$7.00 Normally \$11.50**

RAL11465 BONESNAPPER **Crazy Special \$4.00 Normally \$6.50**

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RAL11468 TAERS **Crazy Special \$6.75 Normally \$10.95**

RAL11482 WHITE DRAGON **Crazy Special \$7.50 Normally \$12.50**

COMPUTER GAMES

SSI AL QADIM THE GENIES CURSE

The player is an outcast whose once mighty clan has been dishonored by treachery and sorcery. His only chance to get back honor and respect for his family is to challenge the Genie Lords, and he must use courage, strength, and cleverness to reach his goal. Over 40 hours of game play. IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD. **Crazy \$45.00 Normally \$90.00**

AL QADIM THE GENIES CURSE CLUE BOOK **Crazy \$16.00 Normally \$30.00**

SSI GREAT NAVAL BATTLES II Guadalcanal 1942

This complete game takes us to the South Pacific for 5 tactical battles, 3 carrier battles, and two full campaigns. Face enemy forces on land, sea, and in the air, with over 100 different ships and 20 plane types. Night combat is now featured too, with fog and star shells. Features full SuperVGA graphics, ability to record battles, full sound support, improved animated damage control screens, improved filters to allow players to see ranges of selected parameters including gunnery range, ship name, auto centring, map grid, visibility range, & torpedo range. You can command full scale carrier operations, there are improved top down views. AI is improved, you can ram the enemy, you can sit in the cockpit of strike aircraft, etc. This game is going to be excellent. IBM Requires: 3.5" FDD, SVGA, 4 meg RAM, 486, mouse or keyboard, hard disk.

Crazy Special \$30.00 Normally \$90.00

GREAT NAVAL BATTLES II CD-ROM **Requires CD-ROM. Crazy \$30.00 Normally \$90.00**

SSI RAVENLOFT: STRAHD'S POSSESSION

Strahd's got evil plans afoot, and your player character will be hard put to stop him. The plot is captivating, intense dungeon delving is required, and the music is dark and forboding. There are over 30 Ravenloft creatures to bash, 60 Mage and Priest spells to master, and over 30 character faces to choose from. You can pan about with your character as you walk about in the 3-D world. There are no right angle turns necessary, the game-play viewing window takes up most of the screen, graphics are extremely crisp and detailed, maps are automatically updated, you can put notes on them, and even print them. Over 100 hours game play. IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD.

Crazy Special \$45.00 Normally \$99.00

OSPREY HISTORICAL

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A series written and illustrated by experts on 20th century warfare, with a bias towards armored fighting vehicles. Each book contains color plates showing paint schemes, and photos from public & private collections.

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Comprehensive history of the design, development, and operational use of famous tanks, including 8 pages of color plates & insignia designs.

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Detailed and authentic information on the history and appearance of the world's fighting men. Usually 64 pages, with 12 pages of color plates.

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Authoritative and detailed accounts on great battles of history, including maps, charts, color plates, & notes to wargamers, etc.

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□ CAMP7 ALEXANDER 334-323 BC

A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and covers actual battles.

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□ MAA109 ANCIENT ARMIES OF THE MIDDLE EAST

Covers the armies of the Biblical era, including Egyptians, Palestinians, Assyrians, Hebrews, Hittites, Lybians, etc. Plates by McBride.

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□ WARS ANGLO-SAXON THEGN

The Saxon slowly conquered much of Britain from the Celts and Picts, slowly replacing the Romano-British society with their own. The Saxon warriors, the thegn, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066.

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□ MAA30 ATTILA AND THE NOMAD HORDES

Covers the masses of hordes to come from the Steppes in Asia during the 3rd to 7th centuries AD, including the Huns.

\$19.95

□ CAMP36 CANNAE 216 BC

The Roman army commanded by Gaius Fabius Maximus Verrucosus received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, and what transpired in the battle.

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□ MAA46 ROMAN ARMY: CAESAR TO TRAJAN

Details the tactics, armor, command structure, and history of the Roman army during its most famous days.

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□ MAA83 ROMAN ARMY: HADRIAN TO CONSTANTINE

Rome's glorious days are over, but its army is still locked in furious combat to survive. Details tactics, armor, history, battles, etc.

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□ MAA180 ROME'S ENEMIES: ARMIES OF SPAIN

Rome fought many difficult battles in Spain leading up to 20 BC. This book details the Iberians, Celts, Lusitanians, Lusitanians, scutari, caetari, etc.

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□ MAA243 ROME'S ENEMIES: THE DESERT FRONTIER

Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome.

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□ MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS

Gauls and British Celts are two of Rome's most famous and fought of enemies. Learn about their tactics, defeats, victories, etc.

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□ MAA129 ROME'S ENEMIES: GERMANICS & DACIANS

The vigorous northern barbarians who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates.

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□ MAA175 ROME'S ENEMIES: PARTHIAN & SASSINIDS

Covers the rise of the Parthians, a warior race using impressive catapults and cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by Angus McBride.

\$19.95

□ MAA247 ROMANO-BYZANTINE ARMIES

Details the later Roman and then early Byzantine armies, during the time of Byzantine expansion. And those shield designs!

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□ WAR10 SARACEN FARIS 1050-1250 AD

Detailed examination of the Saracen faris, or horseman, very similar in stats to the Western European Knight, with tactics, training, arms, armor, etc.

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□ ELITE7 THE ANCIENT GREEKS 500-300 BC

64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes the Athenians, Lakedaimonians, Thracians, Boeotians, etc.

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□ MAA69 THE GREEK AND PERSIAN WARS 500-323 BC

The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc.

\$19.95

□ ELITEA42 THE PERSIAN ARMY 560-330 BC

64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes the Athenians, Lakedaimonians, Thracians, Boeotians, etc.

\$19.95

The arch-enemies of Ancient Greece and Macedonia. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc.

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□ MAA137 THE SCYTHIANS 700-300 BC

The first of the great armies of horse-archers to come out of the East, though not a Turco-Mongol race, they were Indo-Europeans, and contemporaries of Ancient Greece, who they fought and helped.

\$19.95

THE MIDDLE AGES

□ CAMP9 AGINCOURT 1415

The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuosity of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Tragic stuff.

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□ MAA111 ARMIES OF CRECY & POITIERS

Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuosity cause fatal errors, allowing the vastly out numbered English to obtain crushing victories.

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□ MAA113 ARMIES OF AGINCOURT

An excellent overview of this crucial battle between the French and English during the 100 Years War, including superb color plates, and covers command, troop organization, troop types, various types of artillery, & an analysis of the battle.

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□ MAA150 ARMIES OF CHARLEMAGNE

Towards the end of the Dark Ages, a Frankish King arose to become Charles the Great. He fought in Spain, conquered the Lombards, helped the Pope, and had endless troubles with saxons.

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□ MAA125 ARMIES OF ISLAM 7-11th CENTURY AD

The foes of the Crusaders who were intent on capturing Jerusalem.

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□ MAA144 ARMIES OF MEDIEVAL BURGUNDY 1364-1477

The life of Burgundy was originally given to the French King John the Good's son. Through shrewd marital alliances and conquests the Duchy was enlarged until it became one of the greatest powers in Europe.

\$19.95

□ MAA255 ARMIES OF THE MUSLIM CONQUEST

The arch enemies of the Crusaders, and the eventual victors of the wars in the Middle East. Includes tactics, history, command, etc.

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□ MAA154 ARTHUR & THE ANGLO-SAXON WARS

The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by Angus McBride.

\$19.95

□ MAA89 BYZANTINE ARMIES 886-1118 AD

The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with and against the Crusaders, Islam, etc.

\$19.95

□ MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD

French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride.

\$19.95

□ MAA166 GERMAN MEDIEVAL ARMIES

Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride.

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□ CAMP13 HASTINGS 1066

Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading!

\$27.95

□ MAA195 HUNGARY & THE FALL OF EASTERN EUROPE

Hungary beat back invasions from Germany, settled invading Pechenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. John Hunyadi lead a one man crusade against them, holding them back for years, until political collapse in Hungary allowed the Turks victory at Mohacs. The fall of Byzantine is included. Plates by McBride.

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□ MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500

A fascinating history, as the Italians formed a number of powerful city states, who competed both economically and militarily against each other. This book also covers in detail the mercenaries hired by these city states, revealing their sophisticated system.

\$19.95

□ ELITE17 KNIGHTS AT TOURNAMENT

One of the greatest pastimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. Good stuff!

\$24.95

□ MAA50 MEDIEVAL EUROPEAN ARMIES

Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their lines.

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□ MAA99 MEDIEVAL HERALDRY

An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. A must have for miniatures' gamers, it details the shield, tinctures, divisions of the shield, partition lines, charges, blazoning, surcoats, alettes, etc.

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□ ELITE40 NEW KINGDOM EGYPTIAN

Written by Angus McBride, this book follows the history of this important Egyptian Kingdom, from 1674 BC to 1085 BC.

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□ WAR1 NORMAN KNIGHT 950-1204 AD

64 page book, with 12 pages of color plates. The book covers the rise and development of Norman Knights (i.e. not a broad look at the Normans, but a detailed examination of Norman Knights). Covers appearance & equipment history, evolution of tactics, training, etc.

\$24.95

□ MAA171 SALADIN & THE SARACENS

Saladin, the leader of the Saracens is considered to be the hero of the Crusades. The book covers the Seljuqs, Fatimids, Atabegs, later Fatimids, Ayyubids, Saladin's rise to power, the Khwarazmshahs, Mamluks, arms, armor, and tactics, etc. Color plates by Angus McBride.

\$19.95

□ ELITEA42 THE PERSIAN ARMY 560-330 BC

64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes the Athenians, Lakedaimonians, Thracians, Boeotians, etc.

\$19.95

□ ELITE39 THE ANCIENT ASSYRIANS

A detailed examination of these Biblical foes of the Israelites, who conquered much of their world. Illustrated by Angus McBride.

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□ ELITE19 THE CRUSADES

An overview of the Crusades, their participants, battles, etc.

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□ MAA155 THE KNIGHTS OF CHRIST

Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc.

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□ MAA105 THE MONGOLS

Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1241 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by Angus McBride.

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□ ELITE9 THE NORMANS

It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and uniting of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Anjou, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride.

\$24.95

□ ELITE50 THE PRAETORIAN GUARD

A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outclassed and outflanked by the veteran legions.

\$24.95

□ ELITE23 THE SAMURAI

The samurai were masters in one on one combat, unequalled in both swordsmanship and archery, but when it came to mass battles, they were sadly lacking. Covers tactics, history, development, weapons, etc.

\$24.95

□ MAA151 THE SCOTTISH & WELSH WARS 1250-1400 AD

Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under one crown.

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□ MAA210 THE VENETIAN EMPIRE 1200-1670 AD

The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had its own feels, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries).

\$19.95

□ ELITE3 THE VIKINGS

An excellent 64 page book with 10 stunning color plates by Angus McBride, with one of his best ever paintings - a double page painting of a sea battle based on King Olaf Tryggvasson's Saga. Also includes the Vikings settlements in North America in the 10-11th century, Viking ships, origins, & various histories of their raids and conflicts.

\$19.95

□ MAA145 THE WARS OF THE ROSES

A greatly misunderstood conflict which has been incorrectly dubbed a civil war. This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocratic families of those houses and their followers. Covers battles, campaigns, various commanders involved, etc. A unique and important tactical study, for this war was one of the only ones in which both sides used longbows.

\$19.95

GUN POWDER ERA

□ CAMP32 ANTIETAM 1862

Covers all aspects of this important US Civil War campaign; covering the opposing commanders, their plans, and all facets of the battle, during, before, & after.

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□ CAMP33 ASPERN & WAGRAM 1809

Napoleon received his first ever defeat at Aspern at the hands of Charles of Austria, but rather than accept defeat, Napoleon initiated Wagram, a victory.

\$27.95

□ CAMP2 AUSTERLITZ 1805

One of the most significant Napoleonic battles. Napoleon was cut off from his supply lines, and opposed by a join Russian/Austrian army, yet he still managed to win. How did he manage such afeat?

\$27.95

□ MAA223 AUSTRIAN SPECIALIST TROOPS

Covers Austrian artillery, its organisation & tactical deployment, transport units, engineers, uniforms, etc.

\$19.95

□ WAR8 BRITISH CAVALRYMAN 1792-1815

Follows the development, uniforms, tactics, drills, defeats and successes of British Cavalry during the time of the Napoleonic Wars.

\$24.95

□ CAMP17 CHICKAMAUGA 1863

Fought in densely wooded terrain just south of Chattanooga, this was to be the greatest western battle of the Civil War.

\$27.95

□ CAMP10 FIRST BULL RUN 1861

One of the first battles of the War, with both armies being inexperienced. Stonewall Jackson puts up a stalwart defense.

\$27.95

□ MAA273 GENERAL WASHINGTON'S ARMY 1:1775-1778

A detailed coverage of the uniforms & colors of the Colonial army.

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□ CAMP25

ELITES2 WELLINGTON'S FOOTGUARDS

A close examination of Wellington's elite troops, of whom he said, "They got drunk as much as anybody else, but did at least see to it that their duties were carried out first." \$24.95

WORLD WAR TWO

AMEP 25 LPR PROFILE

Extremely detailed examination of the 25 lpr in service of the Australian army during WW2, with heaps of facts, figures, & pictures. \$16.50

AMEP CARRIER PROFILE

Extremely detailed examination of the Universal and Bren Carriers in service to the Australian army in WW2, including scale diagrams. \$16.50

CAMP3 ARDENNES 1944

Hitlers last desperate gamble - the Battle of the Bulge. \$27.95

NVA4 CHURCHILL INFANTRY TANK

Detailed history of development, combat, models, etc. \$19.95

MAA274 FLAGS OF THE 3RD REICH 2: WAFFEN SS

Colors and designs of the SS's flags in WW2. \$19.95

CAMP3 FRANCE 1940

Extremely detailed account of the 1940 invasion of France. \$27.95

CAMP18 GUADALCANAL 1942

The turning point of the War in the Pacific during World War Two. \$27.95

ELITES3 INTERNATIONAL BRIGADES IN SPAIN 1936-39

Organization, organization, uniforms, and action of the many different nationalities who participated in the Civil war in Spain before WW2. \$22.95

NVA7 IS-2 HEAVY TANK 1944-73

Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943, and went on to give the Allies a nasty scare in the Berlin Victory Parade in 1945, as the IS-3. A damn good tank. \$19.95

NVA1 KINGTIGER HEAVY TANK

Extremely detailed look at the development & action of Pz VI B. \$19.95

AMEP KUBINKA: SOVIET TANK MUSEUM

Okay, so this is not an Osprey book, but when I found out it existed, I had written out a cheque and posted it before you could say Kubinka. This is a 75 page book full of B&W photos of the Soviet Tank Museum Kubinka - a museum that the West did not know existed until a few years ago. Includes French, Hungarian, German, Russian, & modern tanks. \$22.50

CAMP16 KURSK 1943

An excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. Untested Panthers and Elefants were rushed into action with hundreds of other German tanks, most to perish when trying to traverse mile after mile of Soviet defenses including dug-in AT guns, field guns, mines, infantry, etc. \$27.95

MAA229 LUFTWAFFE FIELD DIVISIONS

I've got to admit, before I read this book, I knew very little about these WW2 German divisions. Why were field divisions formed out of the ranks of the Luftwaffe? What was their function & purpose? How much combat did they see? Were they significant to the war effort? Read & see! \$19.95

ELITES5 MARINE RECON 1940-90

Details these elite troops of the US Marines, with history, organization, weapons, uniforms, etc. \$24.95

CAMP30 MIDWAY 1942

Midway was the turning point of the Pacific War. After a series of stunning victories, Japan's naval air arm received a shattering blow: four aircraft carriers and the cream of her pilots. With lots of photos, maps, & the full story. \$27.95

CAMP1 NORMANDY 1944

Detailed account of the D-Day invasion by the Allies in 1944. \$27.95

NVA3 SHERMAN MEDIUM TANK

The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. It was a good tank in the opening months of North Africa, and reigned supreme in the Pacific, but was sorely outclassed by German Panther and Tiger tanks. \$17.50

NVA9 T-34/76 MEDIUM TANK 1941-45

The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired tanks such as the Panther. By Steven Zaloga. \$19.95

NVA5 TIGER I HEAVY TANK 1942-45

The development, different models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. \$19.95

MAA216 THE RED ARMY 1941-45

A look at the Soviet Army, including organization, cavalry, inf, etc. \$19.95

MAA74 THE SPANISH CIVIL WAR

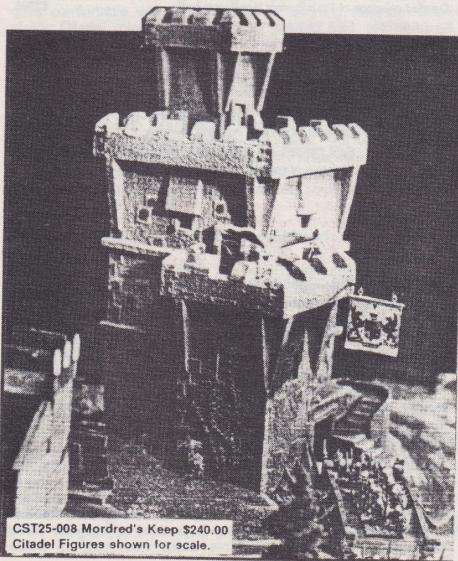
In the 1930s, Spain erupted into a civil war between the Facists and Socialists. The war was further complicated by other superpowers getting involved, not so much to help either side, but rather as an opportunity to test their weapons and tactics, including Russia & Germany. \$19.95

ELITES4 UN FORCES 1948-94

Details the operations, nations, organization, etc, of UN Forces to date. \$24.95

WAR2 WAFFEN SS SOLDIER 1940-45

At close look at the SS Soldier, his uniform, tactics, actions, etc. \$24.95



CST25-008 Mordred's Keep \$240.00
Citadel Figures shown for scale.

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CST25-008	Mordred's Keep	\$240.00
	Multi-level tower complex with moat & bridge 32" high, 24" wide, 13" long	

WIZ25-001 Wizards Tower \$180.00
High multi-level tower with moat, wooden bridge, wooden floors, etc. Very nice.

Fantasy & Medieval Buildings 25mm

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WAR25-002	Hawksway Tavern	\$90.00
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WAR25-003	Brodics Manor House	\$90.00
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WAR25-004	Rams Head Church	\$90.00
	Church with grave yard, 9" High, 11.5" Long, 10.5" Wide	
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	Large fortified inn, 10.5" High, 16.5" Long, 19" Wide	
WAR25-006	Thunderheart Trading Post	\$75.00
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WAR25-007	Fire Forge	\$75.00
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WAR25-009	Large Townhouse	\$75.00
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WAR25-014	Loda's Building	\$45.00
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Sci-Fi Buildings for Warhammer 40,000

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COMPUTER GAMES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

CD-ROM for IBM

CD ROM is quickly gaining popularity, and will become the primary format for games in a few years. So we have included those available on the titles that follow. Prices are usually the same or less than games on floppy disk.

PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War. Available on 3.5" FD only.

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 2

Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. Available on 3.5" FD only.

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. Available on 3.5" FD only.

IBM - \$45.00

COLONIZATION

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. IBM requires: hard disk, 3.5" FDD, VGA, mouse, VGA, IBM - \$99.00

IBM - \$99.00

DIPLOMACY

It's back! Re-released in a smaller box, this excellent computer game is a must have for all Diplomacy players. You can play the game using the computer only, and can have up to 7 computer players, though the computer players do not ever make alliances, so are not much of a challenge. But should you only have 3 or 4 human players, the computer players make great cannon fodder. One of the greatest attractions of the game is that you can use it to resolve the turns when playing the board game. Just type in everyone's orders, end the turn, and it will instantly work out who goes where, and if you've rigged up a printer, it will even print out the results for you, listing centres gained and lost, and asking which pieces to lose when centres are lost. Graphics are extremely crisp CGA. Requires: either 5.25" or 3.5" FDD, and CGA or better graphics card.

\$50.00

FIELDS OF GLORY

We've been trying for ages to get this game, an absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least two solid weeks! IBM requires: 386+, hard disk, 3.5" FDD, VGA, mouse, 2mb RAM, IBM - \$99.00

MIC

KINGMAKER

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher, IBM - \$90.00

MIN

LEGIONS

Legions lets you relive the most glorious struggles for power in the ancient world. The Peloponnesian War, Caesar's conquest of Gaul, and the rise of Charlemagne are among the 10 challenging scenarios which will test your empire building skills in this detailed strategy game. In Legion's there is more than one way to conquer the world. As the leader of an empire, you must balance diplomacy, economic manipulation and military strategy to attempt to overwhelm your opponents. You must position your armies strategically, then lead them into battle, where you may taste the bitter dregs of defeat or bask in victory. You can negotiate, barter, sign treaties, or give gifts. Up to 5 human players can play over a network, you can print campaign maps, and there is a random mission generator as well. IBM requires: Windows, 386DX33+, 4mb RAM, SVGA, hard disk, 3.5" FDD, mouse, IBM - \$90.00

ELA

SEVEN CITIES OF GOLD

A classic game that I remember with fond memories, now available on IBM in stunning VGA format featuring great graphics. You play the part of a great Spanish Explorer, who goes out to explore the New World of North and South America of the 15th Century. The game features unlimited exploration, by boat and on foot, and there is a random map generator as well. Many challenging tasks face your explorer, who has to try to make this a profitable venture so that he can buy more ships and men and stores, etc. Tasks include mapping (done automatically), building outposts, establishing trade relations with natives, choosing who to hire, what stores to load in your ships, you interact with 8 different indigenous tribes throughout the New World. This version comes complete with musical scores from the time period, for those with a sound card. IBM requires: VGA, hard disk, 3.5" FDD, 386+, IBM normally \$70.00 ... Now... \$20.00

ELA

WORLD WAR II

AWARD WINNING WARGAMES

SSI have combined four wargames and released them in the one package. The games are also updated to the latest version. They are: *War in Russia*, which is the best computer wargame I have seen. You play either as Russia or Germany, refighting the furious combat in WW2 from 1941 - 1945. There are several scenarios as well as the complete campaign. Players command corps and armies, each containing up to eight divisions, brigades, or support units. Divisions list their exact compositions, right down to individual tanks and types. Simple to play, but difficult to master. *Pacific War*, the second best computer wargame, and in many ways, more addictive than War in Russia. You command either the Imperial Japanese forces or the Allied forces, from 1941 to the end of the war. You command individual ships from carriers to patrol boats to merchantmen, ground forces, production, aircraft, and supply. The most engrossing part of the game is co-ordinating your defenses or offensives, in which you must send naval task forces with air-cover (land or sea based), merchant ships carrying the supplies needed to sustain the combat forces, and ships carrying the ground troops needed for the ground combat. *Clash of Steel*, a simple and fast paced representation of the war in Europe from 1939 to 1945. All unit types from the war are represented in army/corps sizes, including tanks, paratroops, air, and naval forces. You can also choose to develop a number of technologies. *Carrier Strike*, an extremely detailed recreation of the carrier warfare in the Pacific from 1941 to 1945, whereby you must prep aircraft, load them on deck, and launch them in waves. Good fun, but *Pacific War* is better. Worth around \$360 dollars. IBM requires: 3.5" FDD, hard disk, 386+, 2 mb RAM, \$90.00

SSI

CARRIERS AT WAR

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWIII! Although the graphics aren't going to knock you out, this is a comprehensive military study. New IBM version contains stunning graphics and combat reports. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, IBM - \$70.00

SSI

CARRIERS AT WAR CONSTRUCTION KIT

Contains 4 color maps and a thick 336 page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM, IBM - \$70.00

SSI

CARRIERS AT WAR II

Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents and more dramatic carrier battles. The uncertainty of war is vividly recreated and entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The eight scenarios include hypothetical, historical, and controversial, exploring all aspects of tactical and strategical combat between Japan, United States, and Great Britain. Totally compatible with the Construction Kit. IBM Requires: 386SX or better, VGA/MCGA, 2MB Expanded/Extended memory, microsoft or compatible mouse, hard disk, IBM - \$90.00

SSI

D-DAY THE BEGINNING OF THE END

D-Day is another game in the unique Micro-Miniatures series. You maneuver company sized units on a tactical level. Play full screen, high resolution, real time battles using miniature tanks, planes, men and artillery. You control both the strategic and tactical aspects of the invasion, from D-Day through to the invasion of Germany. Features zones of control, fog of war, accurate field weapons, 1 or 2 players, historical personalities and data reports, line of sight, supply and reinforcements, weather, autoplay and quickights, if desired. Requires: IBM 286 or better, 640K, VGA, hard drive, 3.5" FDD, Microsoft compatible mouse, IBM - \$90.00

IMP

EMPIRE DELUXE for Windows ONLY

This game is so popular amongst many gaming circles, that I know of a confirmed MAC addict bought an IBM-PC just to play this game! The game mechanics are simple, allowing players to resolve conflicts from WWI up to the present day, with troop types including infantry, armor, fighters, bombers, troop transports, destroyers, subs, cruisers, battleships, and carriers. There can be from 1 to 6 computer or human players - and here's the greatest appeal of the game: you can play it with friends using modem, network, or null modem. The game features multiple zoom settings, various levels of play, and a simple to use scenario editor where you can determine anything from the size of the world to the number of players, etc. One of the scenarios provided is an absolute monster game of WW2 - with the entire world! Requires: 286 or better, hard disk, 1.44 meg 3.5" FDD, EGA, VGA, or SVGA. Requires Windows, IBM - \$90.00

IMP

EMPIRE DELUXE MASTERS EDITION on CD-ROM Contains Empire Deluxe for Dos, Empire Deluxe for Windows, & Empire Deluxe Scenarios. Requires as above + CD-ROM IBM - \$80.00

IMP

GREAT NAVAL BATTLES 1939-43 ADMIRAL'S SET

This Admiral's Set contains the original game of GNBs as well as all three add-on disks. This game is the most stunning WW2 naval combat simulation ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismarck, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics. The first add-on is SUPER SHIPS, which includes the German "H" Class BB, "P" Class pocket BB, "M" Class CL, & "Z" DD. British ships include Vanguard BB, Lion BB, Bellona CL, Swiftsure CL, & Battle DD. 10 scenarios, and 3 campaigns, the last of which pits the British and German fleets against each other on nearly equal terms. 2nd add-on is AMERICA IN THE ATLANTIC, with all the American ships that could be found in the Atlantic during WW2, presented in a series of scenarios, plus a campaign. 3rd add-on is SCENARIO BUILDER, which allows you to create an unlimited number of North Atlantic battles using all the ships in GNBNA and expansions. You can also modify existing scenarios, and there are game updates to the game system. Another bonus is a Captain's Campaign - you start as a destroyer captain, and have to try to climb your way to Task Force Commander. Requires: VGA, hard disk, 386 or better, & 1.44 meg 3.5" FDD. IBM - \$90.00

SSI

IRON CROSS

Command the Axis or Allied forces as you recreate 12 historic battles of WW2. Storm the beaches of Normandy or Omaha Beach, or attempt to route the German forces from their entrenched positions at breakout at St Lo. Each scenario is an accurate depiction of the actual battle; every detail is carefully recreated, from the town layouts and surrounding terrain to the type of units and number of airstrikes available at the time. Carefully select your armor and artillery units to ensure a clean victory or suffer utter defeat at the hand of your opponent. The game appears to be a grand tactical simulation with individual guns, squads, and tanks, with a feel much like Advanced Squad Leader. IBM Requires: 386+, 4mb RAM, SVGA, mouse, 3.5" FDD, hard disk, IBM - \$90.00

NEW

OPERATION CRUSADER

Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: Color Mac, System 7, 5 MB RAM, hard disk, 3.5" FDD. IBM Requires: 3.5" FDD, hard disk, mouse, SVGA, 4mb RAM, 386+. MAC - \$90.00 IBM \$80.00

AH

PACIFIC WAR

We've managed to obtain more stocks of this excellent game! By Gary Grisby, it covers the entire

SSI

Pacific War from 1941 Pearl Harbor to August 1945, and includes all the nationalities involved, including Australia, India, USA, Japan, China, Indonesia, New Zealand, etc. There are superb graphics for all planes and ships, with different paint schemes for planes according to nationality and theatre. Every single ship that saw service in the theatre is included: CVs, CVLs, CVEs, BBs, CAs, CLs, DDs, DEs, troop transports, merchantmen, oilers, patrol-boats, etc. You command every single plane, land based and carrier, and all land units, from engineer battalions and up. Game mechanics are somewhat different from Second Front, so players can expect to be a little confused at first - but once you've got the hang of it, you will soon consider this the finest computer wargame around. The complete game will take around 40 - 80 hours, and you must plan every turn ahead, controlling supplies, airgroups, invasions, etc. The computer can control any of your own forces, or you can take complete control. There are 5 scenarios plus the campaign, with historical and random setup, kamikazes, atom bombs, etc. Note: always play by pressing the "X" key, as this will change the map flags into easy to follow symbols. For those interested, please send us one blank high density disk and \$3.00 postage, and we'll send you two unofficial SSI updates on this game, taken from a US bulletin board. Requires: 286 or better, 1.44mb 3.5" FDD, hard disk, EGA or VGA, 640K.

IBM - \$80.00

PANZER BATTLES

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kavet '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What If?") and players are able to control the icon graphics. This is also the DYO scenario kit. With low complexity and fast playing mechanics. IBM requires 3.5" FDD.

SSG

IBM - \$45.00

PANZER GENERAL

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning VGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. IBM Requires: CD-ROM or 3.5" FDD, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.

IBM CD-ROM \$90.00

IBM 3.5" FDD - \$90.00

ROMMEL: BATTLES FOR NORTH AFRICA

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. IBM requires 3.5" FDD.

IBM - \$45.00

THE GRANDEST FLEET

With a feel like *The Perfect General*, this game has been rated very high in the USA. Experience the grueling campaigns, the agony of defeat, and the exhilaration of victory in this naval wargame, with WW2 and some modern ships. You develop cultural resources and manage the growth of your population. Allocate natural resources to build missile sites, radar stations, shipbuilding facilities, and superships. With modern play, campaign play, wide selection of ship types, random maps with unlimited variations, challenging AI. Scenarios included Falkland Campaign, Yamamoto's trap, the Bismarck-Tirpitz Connection, and some What If battles. IBM requires: 3mb RAM SVGA, 2mb RAM, hard disk, mouse, hard disk.

IBM - \$80.00

WARGAME CONSTRUCTION SET II: TANKS

SSI have finally brought out a new construction set, this time structured around tanks used from 1918 till 1991. Twelve different time periods are represented, including the Korean War, Gulf War, Arab-Israeli Wars, 1939, 1940, 1941, 1944, 1945 theatres of World War Two, etc. You can choose units from over 1,300 different types of AFVs, aircraft, and other land based troop types. Campaigns link together a number of small battles. Weather, terrain, etc have a big effect upon battles. There are a number of scenarios provided, plus an editor which allows you to create a custom map, choose one of three climates, pick opposing forces and sides, and assign objectives. Features stereo digitized sound effects. Requires: 386 or better, 2 MB of RAM, VGA, hard disk, 3.5" FDD.

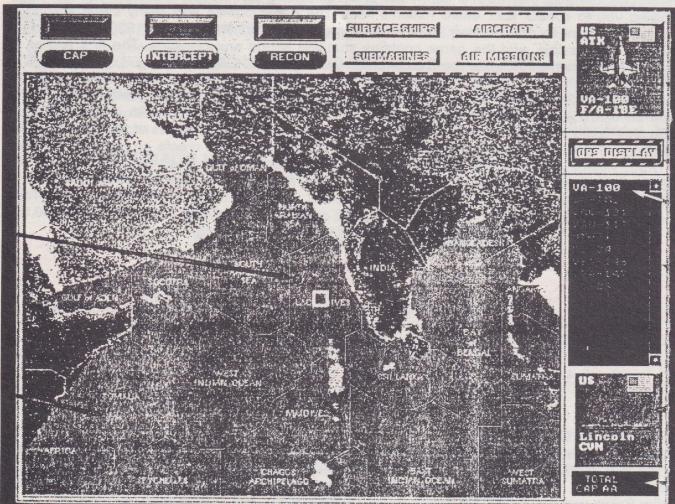
IBM - \$90.00

POST WORLD WAR II

FIFTH FLEET

By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. IBM requires: 386+, VGA, mouse, 3.5" FDD, hard disk.

IBM - \$90.00



FIGHT COMMANDER 2

Fight Commander has a scenario generator that lets you dictate opponents, level of difficulty, and time periods from the Korean War to the present and up to 2010. Choose from 5 different campaigns or use the Point and Click Battle Generator to create new scenarios. Campaigns include Vietnam, Nato Vs Warsaw Pact, Falkland Islands, and the Persian Gulf. Has 112 different

aircraft from 37 different nations. You can play human vs human or human vs computer, and you can play via E-Mail. IBM requires: Windows 3.1, 4mb RAM, 386+, VGA, mouse. IBM - \$90.00

HARPOON CLASSIC on CD-ROM

Over \$300 worth of software of Harpoon products, including new digitized sound drivers, enhanced user interface, air-to-air refueling, on screen command pallet, etc. This CD-ROM package includes the Harpoon game, Battleset # 1 GIUK, Battleset # 2 North Atlantic Convoy, Battleset # 3 The Mediterranean Conflict, Battleset # 4 Indian Ocean/ Persian Gulf, Designer Series I, Designer Series II, and Scenario Editor. There are total of 200 scenarios. IBM requires: CD-ROM, 1mb RAM, hard disk, mouse, 386+.

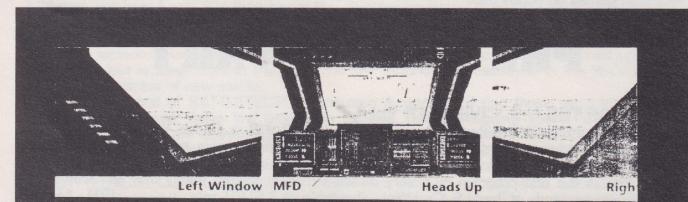
IBM - \$90.00

HARPOON II

A lot of people are waiting for this anxiously. It is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better. Its out now! More details next catalog.

IBM - \$90.00

386



SAMSON

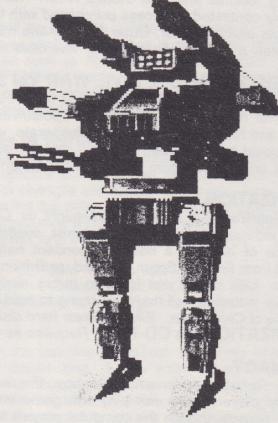
Mass: 63 tons

Height: 9.2 meters

Speed: 52 KPH

Weapons Capacity: 8

Salvage Req. to Build: 170 tons



The second heaviest of the resistance HERCs, its specialty is search and destroy missions. The Samson class boasts excellent armor and firepower.

SCIENCE FICTION

CyCones

Earth has been ravaged by aliens, who have taken human tissue samples and made a race of cyborgs to conquer the world - the CyCones. You are part of a high tech military program established to stop these robotic warriors. With full-motion video and cinematics, original music score, digitized speech and sound, an easy to use interface and quick access to weapons so that the game is fun, 5 missions with variable difficulty and 3 random missions, and an on-line tutorial to prepare players for combat. One of our staff has played it and he says he likes it better than DOOM, as you have to do more than just kill everything and search for secret rooms. For example, you can aim your gun at any point over the whole screen; there are different mission types: you can have jump jets, etc. Over 40 hours of action and strategy. IBM requires: CD-ROM or 3.5" FDD, 486/33, mouse, VGA. IBM - CD-ROM - \$90.00 IBM 3.5" FDD - \$90.00

ORI

DOOM

This game contains three episodes. The first is available free on shareware, but the other two are only available in this retail version of the game. DOOM is an absolutely sensational three-dimensional, first person perspective adventure, from the creators of Wolfenstein 3D. The graphics and world details are absolutely without compare, and when you move, you can literally pan around - you are not limited to simply left, right, ahead, back. In fact, you can shuffle sideways and sprint. You even bob up and down as you walk and run. The game starts with yourself being a member of a ten man squad sent to Phobos, one of Mars' two moons. The scientific research station there has gone strangely quiet, it was experimenting with dimensional rifts. The moon Deimos has disappeared all together! You are left outside to secure the perimeter while your squad goes in - and when they are wiped out, you realize you're on your own. You then go into the complex on Phobos, where there are nine bases to explore, each containing up to 8 secret rooms or passageways, which open by a push, a trigger you pass over, or by shooting the right panel. You soon encounter hordes of demons of all shapes and sizes, as the dimensional rift was inadvertently opened into hell! Please note that I have only played the first episode in this game, on the ultra-violence option. As such, it is rather gory. But the 2nd and 3rd episodes are reputed to be so sickening that I have not even attempted to play them - the 3rd is like Indiana Jones & the Temple of Doom. But to the first episode I am addicted, there is simply nothing like it. You can find and use a pistol, shotgun, chaingun, rocket launcher, chainsaw, and can find health packages, armor upgrades, computer maps, invisibility suits, anti-radioactive suits, etc. The graphics include stunning outdoor views of Phobos' mountain ranges, and if you can find the secret doors, you can go outside too. Tactics such as covering fire, shooting from corners, etc all work, and you can even trick the demons into fighting each other! Man I hate those walking dump-truck demons! Another great plus is that you can play the game on a network, with 2 to 4 people working together or against each other. An addictive game, but be warned, episode 3 is really grotesque. IBM requires: 3.5" FDD, hard disk, VGA, 386 or better, 4mb RAM. IBM - \$70.00

idSOFTWARE

DOOM2 Hell on Earth

I have a pre-release version of Doom 2 in my hands, and I wish I was playing it instead of writing up this catalog! The game is going to hit Australian shops in October, so it will definitely be available by the time you receive this catalog. Once again idSoftware reveal why it is their game soar to the number one place on the charts. Doom 2 has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in undergrounds, waste tunnels, a refueling base, a huge courtyard,

a castle, a citadel, chasm, abandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasts to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom I*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I saw the game every few seconds, with heaps of re-loads. Oh, and level 31 will give you a laugh - and bring back a lot of memories... IBM requires 386/33 or faster, hard disk, 3.5" FDD, VGA, 4mb RAM. IBM - \$90.00

And on CD-ROM. IBM - \$90.00

EARTHSIEGE

We were all waiting hopefully for *Mechwarrior II*, but when we saw the demo, it was so pathetic that the manufacturers withdrew it, to re-do and re-release later. Well - you can stop waiting. Dynamix have recently released *Earthsiege*, and it is as BattleTech as anything could be, and it is so good that *Mechwarrior II* will have a hell of a job trying to even begin to compare. *Earthsiege* is a game of mech combat, huge bipedal warmachines slugging it out with each other. I've watched a friend playing the game, and I was spellbound. The battlefield was a red colored, cracked-earth volcanic landscape. My friend powered up his mech and sent it forward, the scene shaking with each footstep taken by the behemoth. The cockpit graphics are great, with several views, and enemy mechs look great too. And unlike Ultrabots, this game actually uses tactics. You can target different parts of the enemy mechs, such as heads, legs, arms, and when you hit them, you see debris and armor flying off behind them. Includes over 45 missions across 8 campaigns. And randomly generated enemy tactics and battle conditions guarantee each replay is a different experience. Includes aerospace vehicles as well as suicidal killer mechanical spiders. The CD version includes digitized speech. IBM requires: 386DX33+, 4mb RAM, hard disk, VGA, 3.5" or CD-ROM. IBM CD-ROM - \$99.00

IBM 3.5" FDD - \$99.00

MASTERS OF ORION

It has been a while since we've seen a good space game in the league of *Reach for the Stars* or *Space Ward Ho!* But at long last, there is another. In *Masters of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighbouring stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetary includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, 3.5" FDD. IBM - \$99.00

SPACE HULK

Its back - and now available on CD-ROM, see below. The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of gene-sealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. AMIGA - \$35.00

IBM - \$50.00

SPACE HULK on CD-ROM

Now available on CD-ROM, this version of Space Hulk includes 9 more missions against those ravaging four armed fiends, new animated and cinematic sequences, more digitized voice and sounds effects. The rest of the game is the same as above. IBM - \$99.00

SYNDICATE

A corporate syndicate take over of the world, set in a cyberpunk dark future, using a team of cyborg soldiers. You gain both technology and weapons throughout the game, which costs money. Money comes from taxing conquered areas. You are competing against 7 other syndicates. Your cyborgs are either recruited during missions, or picked up and given a full body conversions after being run over by a car (on purpose of course)! There are fifty or so missions, using superb partial down-view 3-D graphics. Each mission requires your cyborg team to achieve something that will further your attempt to rule the world. Missions include corporate extractions to steal important people from rival syndicates, assassinations of political and military targets, retrieval of required items, etc. Graphics used to connect various scenes together, such as the intro and mission de-briefings, are breathtaking. Please note that this is a very dark game. Requires: 512K VGA, 386SX or better, 4 meg RAM, mouse, hard disk, 3.5" 1.44 meg FDD. IBM - \$50.00

MAC - \$99.00

SYNDICATE DATA DISK

More missions to solve. Requires as above. IBM - \$35.00

SYSTEM SHOCK

Biological engineering and automation merge in a raging storm completely out of human control. You awake from a healing coma on board the space station Citadel, only to find yourself in the twisted aftermath of a terrible mutiny. Your companions have all been mutated beyond recognition to serve SHODAN, the ruthless computer that controls all station operations. With your neural implant you can even jack into cyberspace to search for clues to the mystery of what went wrong where. Creeping past armies of cyborgs and robots, you find hardware that grafts to your power suit and neural apparatus, including infrared vision, homing cameras, and an arsenal of weapons. Multi-function displays in your suit pump info onto your screens, describing artifacts, warning of biohazards and radiation, analyzing targeted foes, and decrypting cybernetic messages. Shaking from adrenalin and information overload, you scarcely have time to think before SHODAN unleashes another terror. There's no time to rest when your foe does not sleep. With a smooth 3-D scrolling effect much like in *Doom*, with stunning graphics, effects, etc. IBM requires: 3.5" FDD, hard disk, 486/33+, 4mb RAM, VGA. IBM - \$99.00

SYSTEM SHOCK Enhanced CD-ROM Version Requires as above + CD-ROM. IBM - \$99.00

TIE FIGHTER

Its out, and we've been able to obtain supply of the game. And even more surprising, Lucasfilm actually learnt from the major mistakes they made with *X-Wing*. *Tie Fighter* is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to *X-Wing*, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in *X-Wing*. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. IBM Requires: 386/33+, 2mb RAM, 3.5" FDD, hard disk, VGA, joystick. IBM - \$99.00

WHEN TWO WORLDS WAR

Explore and conquer hostile planets in this science fiction galaxy. You take control of your planets state of the art military workstation. This gives you the power to research new technologies, design and manufacture new units and command these craft to carry out your strategy. The game can be played solo or two player using a modem or serial link. Game play can be turn based or real time, and you can give units simple or complex commands. Combat takes place in space and on the planet surface. You can design and build just about any type of unit required. IBM requires VGA, hard drive, Microsoft mouse, 3.5" FDD. IBM - \$80.00

WING COMMANDER

This game is without doubt one of the best computer game ever designed. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and

hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space. There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types, and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. IBM requires 1.44 MB 3.5" FDD, hard disk, VGA, 286 or better. Note New Cheaper Prices IBM - \$50.00

ORI

WING COMMANDER # 1 DELUXE This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2. SM # 1 is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon and destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. Has 4 new ship types, & a mission selector for WING COMMANDER. SM # 2 is the second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & its fighters defects, you are sent on a deadly undercover mission to save them. Requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, VGA & hard disk. IBM - \$50.00

ORI

WING COMMANDER SPECIAL CD-ROM

A special pack for Wing Commander, on CD-ROM. Contains Wing Commander I, Secret Missions 1 & 2, Wing Commander II, Speech Pack, Special Operations 1 & 2. Requires IBM, CD-ROM, 386+, hard disk, VGA, mouse. IBM - \$109.00

ORI

WING COMMANDER II

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2654, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. Requires: hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD, 286 or better, and VGA. IBM - \$50.00

ORI

WING COMMANDER II, SPEECH ACCESSORY, SOPS I & II - CD ROM

IBM - \$75.00

WING COMMANDER II & ULTIMA UNDERWORLD - CD ROM

IBM - \$75.00

ORI

WING COMMANDER III Heart of the Tiger

Wing Commander III comes with four CD-ROM disks - that's over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retard who can hit a moving target. Some of the wingmen, such as Hobbes, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50+, mouse, hard disk. IBM - \$120.00

ORI

WING COMMANDER III Heart of the Tiger COLLECTOR'S EDITION

ORI

A special limited release boxed set, including the game of WC3, as described above, the novel *Fleet Action* (I'm not sure if it is the same story as the game, but the novel says that reading it will enhance enjoyment of the game), a T-shirt, a 1995 Calender with great scene shots, a NTSC video of the making of WC3, a music CD with all the musical scores, and a Behind the Scenes CD, which requires Microsoft Video for Windows to be installed to view it. IBM Requires: as above. IBM - \$220.00



WING COMMANDER ARMADA ENHANCED CD-ROM

ORI

The next installment in the Wing Commander universe. It features in fact three games in one. The first is a Gauntlet game, in which you fly a light fighter against successive waves of enemy

fighters. You can play against the computer, or can join with a friend and fight co-operatively, using split screen, modem, null-modem, or network; or you can play against a friend. The CD version lets you have up to six players net worked together. The next game is a search-and-destroy mini-campaign set in one galactic sector of 20 to 50 stars. You mine planets, build shipyards and fortresses, and build several types of fighters. You then hunt down your opponents carrier to win. The third game is a huge campaign of 11 sectors linked together one after the other. Can also be played two players. There are three difficulty settings. IBM Requires: CD-ROM, 486/33, VGA, 4mb RAM, joystick that runs thru Soundcard port, mouse. IBM - \$45.00

► **WING COMMAND ARMADA on Floppy** A smaller version of the above, the only difference being though still network or modem playable, only with 2 players, not 6. Requires as above + 3.5" FDD instead of CD-ROM. IBM - \$45.00

WING COMMANDER PRIVATEER

ORI
The best Wing Commander yet. You play the part of a profit seeking privateer in the Gemini sector, smack into between the Kilrah Empire and infested nests of pirates and religious fanatics. You start the game with a rustbucket of a merchant scound, and can start earning a dollar by buying a selling goods according to supply and demand, collecting bounties on pirates or mercenaries heads, by delivery cargo for a merchants guild, or by clearing nav points of Kilrathi or pirates. You can even be a pirate, blowing up ships and stealing their cargo with your tractor beam, to resell later. What do you do with all this money? Well, first there are heaps of upgrades you simply must buy for your ship - stellar maps, ECM packages, repair droid, bigger guns, bigger engines, bigger shield generators, etc. And then there are three bigger ships you can buy, a powerful merc gunship, a huge merchant cargo ship, or a bounty hunter heavy fighter - which is more powerful than any other fighter in any other Wing Commander. There is a 20+ mission campaign involving discovering a new alien race and getting a super-weapon from them, but it's rather hard. Apart from that, there are unlimited profit money missions you can fly, and there are 70 star systems you can explore to your heart's content. Graphics are better than ever, and you can land on planets, mining bases, recycling bases, pleasure worlds, a military space station, etc. Requires 386 or better, 2 MB RAM, VGA, 1.44 MB 3.5" FDD, hard disk. IBM - \$90.00

► **WING COMMANDER PRIVATEER on CD-ROM** IBM - \$90.00

► **WING COMMANDER PRIVATEER SPEECH PACK** Requires sound card. IBM - \$35.00

► **PRIVATEER & RIGHTEOUS FIRE** A mission disk for Privateer, in which your Steltok gun is stolen. As you try to recover it, you find an unholy alliance between the Kilrathi and Retras that threatens the whole sector. The good news is that the missions are not as hard as those in Privateer. IBM - \$45.00

► **PRIVATEER & STRIKE COMMANDER** A special CD-ROM pack for IBM. Contains Wing Commander Privateer, Privateer Speech Pack, Righteous Fire, Strike Commander, Speech Pack, Tactical Missions. IBM Requires: CD-ROM, 486+, hard disk, VGA, mouse. IBM - \$109.00

FANTASY

DARK LEGION

SSI
You get all the maneuvering, trickery and deception of strategy games, plus blazing combat so realistic it rivals the arcade game mega hits. Dark Legions lets you create an army of up to 50 beings from the realm of dark fantasy. Choose from 16 different characters, such as wizards, trolls, demons, orcs, illusionists, etc, and then release your army into combat to defeat your opponent. For 1 or 2 players, with modem play being an option. There are pre-set scenarios with variable difficulty settings, and there are also a wide range of set up choices. There are hidden traps in the battlefields, and each troop type has strengths and weaknesses, which must be built upon or taken into account when fighting the enemy. IBM requires: hard disk, 386+, VGA, 3.5" FDD, 4mb RAM, mouse. (Takes up 35 meg on hard disk!) IBM - \$50.00

DRAGON LORE

MIN
Done by the same people who produced *MegaRace*, which had the most stunning graphics I have ever seen. In this game you are Werner Von Wallenrod, an orphan living in a vivid, surreal realm lost in time. Your father has been murdered by the evil knight, Haagen Von Diakonov, who has sworn to destroy everything you know and love. You must take up your sword, shield, mace, and battle-axe and defend your homeland. Can you survive Diakonov's challenge? Become a dragonknight? Really enough support to defeat those who oppose you? With dynamic first person views that put you in the action, full screen 3-D graphics and animation, easy to use point and click interface, view things from different angles, great sound effects, travel through four distant lands and face challenges by skeletons and original creatures. IBM Requires: 486DX4, CD-ROM, 4mb RAM, hard disk, SVGA, Microsoft compatible mouse. IBM - \$90.00

ELDER SCROLLS: ARENA

BETH
An absolutely huge, huge game with a feel a bit like *Doom*. This game allows 360 degrees movement, a 150,000 word story as you search for the Staff of Chaos, 18 unique character classes to choose from, 2,500 magic items to find, over 400 cities, towns, villages and frozen wastes to explore, as well as forbidden crypts full of ancient tombs and undead. All manners of fearsome adversaries will attempt to stop you, with undead and monsters in the underworld, and a spell system where you can create thousands of your own spells. This is the 3rd top selling computer game in the USA. IBM requires: 386+, hard disk, VGA, mouse, 3.5" FDD. IBM 3.5" FDD - \$99.00

HAMMER OF THE GODS

NEW
The journey may scar your soul, cost you family and friends, but will also earn you the respect of both mortals and gods. You must ascend through the ranks of the Norse gods to take your rightful place beside Odin. Explore, raid, pillage and plunder as you carve out your empire. Test your skills as you embark on one of the most challenging quests bestowed upon a mere mortal. With 25 different combat unit types, 1 to 4 players can play via network, modem, or E-Mail, there are over 2500 frames of rotoscoped animation, a bonus 640x400 SVGA mode, and multiple role play quests and adventures, many of which have many different solutions. You can explore the world from different angles. IBM requires: CD-ROM, 386+, 4mb RAM, SVGA, mouse. IBM - \$99.00

INHERIT THE EARTH: QUEST FOR THE ORB

NEW
Join Rif the fox and his companions Okk and Eeah on the adventure of your life. Inherit the Earth will transport you to a world of beauty and intrigue - Earth! The Orb of Storms has been stolen, and Rif is accused. You have only days to help Rif get to the bottom of the mystery of the missing Orb. Your journey takes you to the Wild Lands, through hostile territories and ultimately to the ancient ruins of the legendary humans. Features heaps of interactive conversations, multiple 3-D scrolling maps, dozens of challenging puzzles, point and click interface, great music scores and sound tracks. One of our staff played this game and he loves it! IBM requires mouse, hard disk, 3.5" FDD, VGA. IBM - \$80.00

JORUNE: ALIEN LOGIC

SSI
The year is 5494 AD. Man's rule is ancient history, Earth is only a shadowy myth. Humans and other intelligent creatures on Jorune survive using technologies and tools of other times and other cultures. Their own inspiring past eagerly awaits discovery beneath a millennia of war and regrowth. SVGA with real time animation, lots of different game views for combat, exploration, etc, items throughout the world can be used as tools and affect the environment. There is unrestricted exploration and extensive character interaction. Each intelligent species has its own goals and will. IBM requires: SVGA, hard disk, CD-ROM, mouse, 486/33+, 8mb RAM. IBM - \$90.00

MAGIC CARPET

BUL
You're flying just feet above real landscapes. There's a dragon in front of you, killer crabs behind and some guy on another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling fight to the death - a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2 - 8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. IBM requires: 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse. IBM - \$99.00

MASTER OF MAGIC

MIC
This game could well be the game of the year. It's basically a fantasy version of *Master of Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - explore, expand, exploit and exterminate). The game also includes an alternate plane of a darker nature

where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. IBM requires: 386+, 2mb RAM, 3.5" FDD, VGA, mouse, hard disk. Due April. IBM - \$99.00

NOCTROPOLIS

FLA
For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Tophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. IBM requires: 386DX33+, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. IBM - \$99.00

REALMS OF ARKANIA Star Trail

SIR
In a world of irresistible temptations, your opportunities seem endless: the mystical Salamander Gem or the legendary Star Trail... wealth or glory...fame or power...In a world rife with peril, your destiny seems uncertain: an ancient fuel fed by a millennia of hatred...the bloodthirsty Orcs, an ever present danger. With fully animated, phased time, isometric 3D combat, fully detail graphical maps with zoom, keyword dialogues, over 50 animated monsters to bash, 350 weapons, armor, and magical items, two difficulty levels, twelve character races, characters have strengths and weaknesses, 50 skills for your characters, which can be improved, etc. IBM Requires: 4mb RAM, 486DX34+, hard disk, 3.5" FDD or CD-ROM, VGA. IBM 3.5" FDD - \$90.00

RELENTLESS Twinsten's Adventure

ELA
A rather cute role play adventure in which your character, Twinsten, receives a prophetic dream of doom about to overtake the world. Twinsten is imprisoned because of this dream, but manages to escape, and so begins his adventure, hunted relentlessly by the enemy. Graphics are stunning SVGA, and the game includes super AI, with characters reacting to yours, with unlimited interaction possibilities; a world which is surreal and exotic, with fluid animation, of the world's many islands; mystery and intrigue, action and suspense. The story is non-linear, your character does not have to solve the mystery in a set pattern. IBM requires: SVGA, CD-ROM, 486/25+, hard disk, soundcard. IBM - \$90.00

SERF CITY

SSI
A brilliant little game along the lines of *SimCity* and *Populous*. You command a medieval feudal empire and attempt to dominate all other serfdoms. Fully animated serfs are at your beck and call. Create your own personalized village by carefully managing activities such as mining, fishing, farming, and construction. Brave knights will be called upon to defend your serfdom and conquer your enemies. Plan wisely. Place new roads and buildings effectively, use natural resources and maintain food supplies to supply your settlement. Busy serfs can fill any of 21 different jobs, and you can construct up to 24 different building types from farms, cottages, watchtowers, warehouses, to sawmills. 1 or 2 players challenge the computer A great little game. IBM requires: 386+, mouse, VGA, 4mb RAM, 3.5" FDD. IBM - \$80.00

SHADOW OF THE COMET

INF
Following the footsteps of Lord Boleskine, who went insane 76 years ago, can you now succeed in dispelling the Shadow of the Comet? An extraordinary adventure featuring the imaginary creatures from the world of Call of Cthulhu. Includes a visit to the Lovecraft museum. IBM requires: CD-ROM, 386+, hard disk, mouse, 2mb RAM, VGA. IBM - \$80.00

THE COMPLETE ULTIMA VII

ORI
This is the CD-ROM version of Ultima VII, and includes Ultima VII game and all 4 add-on disks: The Black Gate, the Forge of Virtue, Serpent Isle, and The Silver Seed. IBM requires: 386+, CD-ROM, VGA, 2mb RAM, hard disk. IBM - \$80.00

ULTIMA VIII: Pagan with Speech Pack

ORI
Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. Requires: 3.5" FDD, 386DX33 or better, hard disk, VGA. IBM - \$90.00

► ULTIMA VIII on CD-ROM

IBM - \$90.00

LOST VALE ULTIMA VIII Add-On Disk

IBM - \$40.00

WARLORDS

SSG
1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. Mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to warn you - it is extremely addictive!) Note: the IBM version is an improved version. IBM - \$50.00 AMIGA - \$50.00 MAC - \$50.00

WARLORDS II

SSG
The long awaited sequel to Warlords is here - and it is greatly improved. It is for 1 - 8 players, any of which can be computer controlled. Computer intelligence is good, with levels being knight, lord, or warlord. An amusing option when playing against computer opponents is I am the greatest, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is random maps - an unlimited number of them. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the eight players, so you do not need to rush about exploring and gathering an industrial base - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Cities that can only produce one or two troop types, can invest gold in buying the ability to produce other troop types of your choice. Heroes can still romp around the map looking for talismans and allies (and unwittingly trip over monsters who are trying to stop them!).

Another great attraction of this game is that it contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. In the diplomatic action screen you can change the way you wish to deal with another player, and it is in your advantage to declare war on someone first and attack him second. If you backstab him, all the computer players will lower their ratings of you & if you are rated the lowest, they will all declare war on you. Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM. IBM - \$75.00 MAC - \$80.00

WARLORDS II SCENARIO BUILDER

SSG
With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit any of the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse. IBM - \$63.00

ADVANCED DUNGEONS & DRAGONS

AL-QADIM The Genie's Curse

The player takes the role of an outcast whose once mighty clan has been dishonored by treachery and sorcery. His only chance to get back honor and respect for his family is to challenge the Genie Lords, and he must use courage, strength, and cleverness to reach his goal. Features variable difficulty levels, a vast number of magical items, real-time puzzles to be solved, you'll encounter Genies, sorcerers, wise hermits, & other mysterious beings each with their own secrets and challenges. There are over 40 hours of game play. *IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD.*

AL-QADIM The Genie's Curse CD-ROM Requires as above + CD-ROM.

SSI

IBM - \$90.00
IBM - \$90.00

Well, after two years waiting, the game has finally been released. The game is about adventuring in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes over 10 meg. Requires: VGA, hard disk, & 1.44 MB 3.5" FDD. 386 or better.

IBM - \$60.00

DARK SUN - Shattered Lands (Includes Clue book)

SSI

Well, after two years waiting, the game has finally been released. The game is about adventuring in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes over 10 meg. Requires: VGA, hard disk, & 1.44 MB 3.5" FDD. 386 or better.

IBM - \$60.00

DARK SUN - Wake of the Ravager

Your player characters arrive in Tyr and find a big power vacuum left by the death of the Dragon, and the templars are unable to enforce their rule. All sorts of bad guys start appearing in the city. With great graphics, big musical score and sound effects, over 26 monsters to fight, 50-100 hours of gameplay, realistic interaction with characters, a wide variety of NPCs, and over 200 spells. Real time smooth scrolling. Action is continuous, with combat, conversation and exploration all taking place on one screen. *IBM requires: CD-ROM, 4mb RAM, mouse, 486/33, VGA.*

DARK SUN - Wake of the Ravager On Disk As above, but on 3.5" FDD.

IBM - \$90.00

DARK SUN - Wake of the Ravager Clue Book

IBM - \$90.00

\$24.00

DUNGEON HACK (FORGOTTEN REALMS)

SSI

Set in the Forgotten Realms, this game features a revolutionary randomised dungeon generator and can handle custom setups to deliver literally countless hours of subterranean adventure. There are 4 billion dungeons possible! It is a single character role play adventure. You have six races and 12 character classes to choose from. You can select different dungeon difficulty levels for puzzles and traps, and created dungeons can be passed onto friends. The game also keeps track of all the monsters you bash, and a record of each of your characters in a hall of fame. Over fifty monsters are included in the Bestiary. *IBM Requires: hard disk, 3.5" FDD, 386 or better, 2 mb RAM, & Microsoft or compatible mouse. Now on special for...*

DUNGEON HACK ON CD-ROM Requires as above + CD-ROM.

IBM - \$50.00

IBM - \$80.00

FANTASY FEST

SSI

A big boxed set containing four AD&D role playing titles. *Dungeon Hack*, with limitless danger filled dungeons to explore, with vile beasts, treacherous traps, and mind bending puzzles. *Fantasy Empires*, where you create alliances, defeat enemy kingdoms, and forge an empire for yourself. Command dozens of troop types, construct buildings and fortifications. *Unlimited Adventures*, where you create your own AD&D fantasy epics with this adventure design kit. Build maps and link them with teleporters, doorways, and stairwells. Design dungeons and fill them with monsters and the massive character bank. *Stronghold*, a cute little kingdom building game in the tradition of *Populous*, where you start with six characters from a number of fantasy races. Each character then builds up his or her own domain, building different types of buildings, crops, castles, assembly halls, and also troop types to defend your kingdom and attack the computer player's kingdom. *IBM requires: 386+. CD-ROM, VGA, 2mb RAM, hard disk \$99.00*

MENZOBERRANZAN - A Subterranean Saga

SSI

While resting in Iewindale, members of your party have been captured by evil Drow Elves. To make matters worse, they have been taken underground, where the Drow reign supreme. Descend and rescue

your comrades, but be warned: your fate and that of the famed Drizzt will become entangled - and your rescue mission will take on a whole new meaning! Welcome to the realm called Underdark and the malevolent city of Menzoberranzan in the Forgotten Realms world. New monsters abound. New tactics make combat more intense. The ability to levitate and fly add even more excitement to battles. High resolution VGA gives the effect of SVGA, auto mapping is printable, the adventure is real time and smooth scrolling, with an easy to use interface with single screen inventory. And the graphics are superb - the Underdark looks great. *IBM requires: CD-ROM or 3.5" FDD, 386DX50+, VGA, mouse, 4mb RAM, hard disk, IBM 3.5" FDD - \$90.00*

RAVENLOFT: STRAHD'S POSSESSION

SSI

Strahd's got evil plans afoot, and your player character will be hard put to stop him. The plot is captivating, intense dungeon delving is required, and the music is dark and forboding. There are over 30 Ravenloft creatures to bash, 60 Mage and Priest spells to master, and over 30 character faces to choose from. You can pan about with your character as you walk about in the 3-D world. There are no right angle turns necessary, the game-play viewing window takes up most of the screen, graphics are extremely crisp and detailed, maps are automatically updated, you can put notes on them, and even print them. Over 100 hours game play. *IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD.*

IBM - \$99.00

IBM - \$99.00

RAVENLOFT: STRAHD'S POSSESSION ON CD Requires CD-ROM.

IBM - \$99.00

IBM - \$99.00

MISCELLANEOUS

A-TRAIN with CONSTRUCTION SET

MAX

The people who brought us SIMCITY have now brought us an equally gripping rail building game. You start the game with an open space and a small bank loan, and build yourself an empire. You build railroads and business empires with easy menu choices. Survey your realm and check the status of all your trains with the satellite view. Detailed reports track your business holdings and urban development. There are 19 different locomotives to choose from 3 continents, and you can diversify your portfolio by buying and selling up to 24 different OTC stocks. But be careful, because if the stocks crash, you will too. There are six different scenarios, you can build high-rise offices, department stores, hotels, golf courses, amusement parks, stadiums, ski resorts, etc. CONSTRUCTION SET allows you to build landscapes, place tracks and trains, develop towns and cities etc, without any money restraints. You can modify scenarios or build new ones, you can move mountains, create rivers, lakes, make fields, orchards, modify saved games, run up to 27 trains at once, etc. *Requires EGA, VGA, hard disk, 5.25" or 3.5" FDD.*

IBM - \$80.00

SIMCITY 2000

MAX

At last its here - the completely revamped version of SimCity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. Specially designed for VGA, can be played as a beginner or with options turned on as an expert. You can create and then run your own cities, or run any of the cities provided. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of SimCity Classic. You can build residential, industrial, & commercial zones, including things such as highways, tunnels, on-ramps, bus depots, parks, zoos, marinas, police stations, airports, harbors, police stations to control crime, educational facilities, arcologies, churches, and alternative power sources such as gas, solar, micro-wave, etc. It features 64 levels of altitude, an underground level for water, subways, variable sized zones, more city services, terrain editor, local newspaper for events, angled roads, new disasters, etc. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed SimCity, you'll love SimCity 2000. *Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, 3.5" 1.44 meg FDD.*

IBM - \$90.00

FAULTY PROGRAMS

If you have received a faulty disk for any reason - do not send it back to us! If you do, it will sit in our damaged section until someone has time to send it off to be repaired. Instead, give us a call or a letter, and we will give you the details of the Australian company which distributes the game. This company will give you a Return Authorisation number so that you can return the disks to them, they will fix the disks, and then send them straight back to you. This way you cut us out from being the middle man, and will get your repaired disks much sooner than otherwise.

Miscellaneous

Ian Weekly Resin Model Buildings

All in 25mm scale, made of durable, lightweight urethane resin. Please allow 2 - 6 weeks for delivery.

IANIW011	Large Ruined Arch with length of ruined walling, with columns each side of arch	\$11.95
IANIW009	Medieval Circular base Tent	\$7.95
IANIW016A	Medieval House with Thatched Roof	\$7.95
IANIW020	Windmill, with Cast Alloy Sails	\$31.95
Medieval Castle		
IANIW006	Tower with Battlements	\$15.95
IANIW007	Curved Wall with Battlements	\$15.95
IANIW007A	Straight Wall with Battlements	\$15.95
IANIW007B	Gateway Section	\$15.95
IANIW007C	Breached Wall (Straight)	\$15.95
IANIW007D	Keep Tower (Huge)	\$31.95

AMT MODEL KITS

Star Trek

AMT6005	Star Trek 25th Anniversary Set, with Enterprise 1701, 1701-A, 1701-D.	\$73.00
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We have a rather unique, one-off special. A complete, painted 25mm army of dwarves, suitable for any fantasy game. As we have only one, we will sell it on a first come first served basis. **Dwarven Army** With 98 Ral Partha, Grenadier, & Citadel 25mm dwarves: 20 Dwarf Spearmen, 18 Dwarf Axemen, 18 Dwarf X-Bowmen, 24 Dwarf Elite Axemen, 18 Dwarf Halberdiers. All figures are superbly painted, but some may need rebasing. \$392.00

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An 80 page history book detailing the late Seleucid army, from 168-145 BC. Covers army organisation and equipment, armor and uniform colors and types, and historical background. With stunning full color art from Angus McBride.

A 72 page history book detailing the early and late Archaemenid Persians, including Xerxes and Darius III. Includes stunning color plates, unit organisation, tactics, weapons and armor, and historical background.

Covers the organization, tactics, equipment and dress of the armies of the Near East from 3000 BC - 539 BC. Empires included are Egypt, Libya, Babylon, Assyria, Syria, Hittites, Minoans, Mycenaeans, etc. 210 illustrations.

Floor plans for Macross Interdimensional Space Fortress, Moon Base, UN Spacy HQ, Culture Park, short adventure, adventure ideas, heaps of artwork, 64 pages.

Takes a team of shadowrunners on a quest for justice across Seattle, into the boardroom of a corrupt corp, the darkest corners of the Sprawl's slums, and the noxious depths of Seattle's underworld.

A complete army pack by Tabletop games with 3 thick rule books, reference charts, 6 25mm gunfighters. The rules are extremely detailed and includes a detailed template.

A complete army pack by Tabletop games for Sci-Fi combat. Rules are skirmish level for 12 - 20 figures per side, and specially designed to resolve RPG battles. With 30 15mm metal figures and a scenario to use them in.

An IBM computer game on both CD-ROM & 3.5". It is a Doom copy, whereby you confront scores of different adversaries including sword wielding robots, ninja, alligators, mobile toasters, etc. 15 types of badguys and 15 levels to explore. IBM requires: 4mb RAM, VGA, hard disk, 386+, CD-ROM.

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With 48 packs of 5 stickers in each, all of photos of the Terminator 2 movie featuring Arnie and Linda Hamilton.

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With 40 packs of 9 cards each, with a total of 131 in the series. It features the Australian Baseball League of 1993-94.

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The official NBA Basketball cards of the 1991-92 series I. There are 36 packs, with 15 cards in each. Each card features a photo of a basketball player on one side, and statistics on the reverse, including College Record and NBA Record.

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36 packs of trading cards of the 1993 Classic futures basketball draft-picks. The cards are 12cm long rather than the usual size, and there are 100 cards in the series, with 5 limited print cards.

MINIATURES RULES

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WRG ANCIENTS RULES

HISTORIC

WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from marchers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. The rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. \$16.00

WRG ARMY LISTS Vol #1 Ancient Near East 3000 BC - 500 BC

Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes foot notes regarding tactics, history, troop types, & some maps. \$16.00

WRG ARMY LISTS Vol #2 Armies of Far East, Asia, America

A 90 page book of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Kitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, Mayan, etc. Includes foot notes, descriptions, maps. \$16.00

WRG D.B.M. Version 1.1

DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat

D.B.M. has at last been updated to include all of the amendments that had previously been released on 3 pages. Many parts of the text have been re-worded where the text was a little confusing.

D.B.M. has been written for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming, and is the most popular set of Ancient wargaming rules available, and for good reason. These rules classify all troop types according to how they actually fought, not according to what weapons and armor they had. There are no longer such meaningless classifications such as light, medium, light medium, heavy, etc. Now players field troops including Knights - including all cavalry who tended to charge and ride down their enemy; Cavalry, who tended to shower the enemy with javelin or bow, with controlled charges; Light Horse, including all mounted troops who skirmish in dispersed swarms and then evade the enemy when charged; Spears - all close formation infantry fighting with spears behind a shield wall; Blades - including infantry trained in fencing skills with swords or heavier weapons, sometimes supplemented by throwing weapons; Warband - all barbarians foot who relied on wild, impetuous charges; Auxilia - foot able to fight hand to hand or skirmish, also proficient in difficult terrain; Psiloi - all open order skirmishers who fight on foot, normally running away when charged, etc.

Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions.

There is also a magnificent command system. Each general (usually have 2 to 3, each with his own command) throws 1D6, and this is the number of actions that general can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip.

\$16.00

WRG DBM ARMY LISTS Book #1 3000 BC - 500 BC

A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. \$16.00

WRG DBM ARMY LISTS #2 500 BC - 476 AD

A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Carnillan, Marian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sasanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. The first seven games I played of DBM were of Parthians fighting Marian Romans, and I immediately fell in love with the Parthians. The cataphracts are rated as being Knights(X), ie, exceptional. This means that they are classed as superior against spears, pikes, horse, & bowmen, but inferior against blades, knights, or warband, ordinary in all other cases. And moving 150 paces, they are basically fast super heavy infantry, and against legionaries in two ranks, they make for an even battle. But the horse archers! Zipping all over the place and totally invulnerable against any enemy foot. \$16.00

WRG DBM ARMY LISTS #3 476 AD - 1071 AD

A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Tribal Mongolian, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. \$16.00

WRG DBM ARMY LISTS #4: 1071 AD - 1500 AD

The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. \$16.00

WRG DE BELLIS ANTIQUITATIS Fast Play Ancients Rules

Wargames Research Group's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six

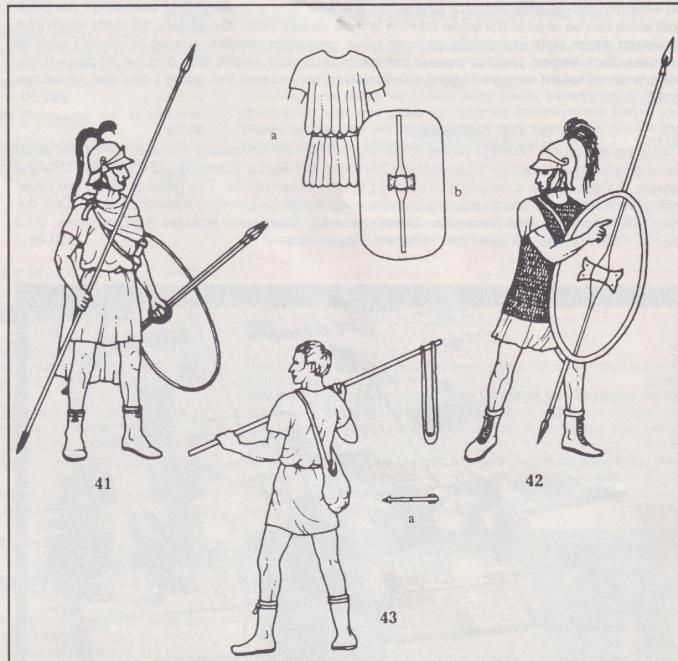
nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. \$7.50

WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. \$16.00

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC

A superb 192 page sourcebook on the period of ancient history from the time of Philip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. \$38.00



WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD

146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmatians, Dacians, Moors, Palmyra, Sasanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. \$28.00

WRG ARMIES OF THE DARK AGES 600 - 1066 AD

A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sasanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. \$30.00

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD

A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. \$30.00

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD

A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. \$38.00

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD

A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hobilar. It covers the make up of men-at-arms, including ratios of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. \$38.00

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD

A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire,

Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. \$38.00

BATTLESYSTEM

TSR BATTLESYSTEM

A moderate complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying rules, sieges, and much more. Each figure represents ten soldiers, or one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D player-characters can be used as heroes in any Battlesystem scenario. Made by TSR, with 128 pages and color photographs. \$30.00

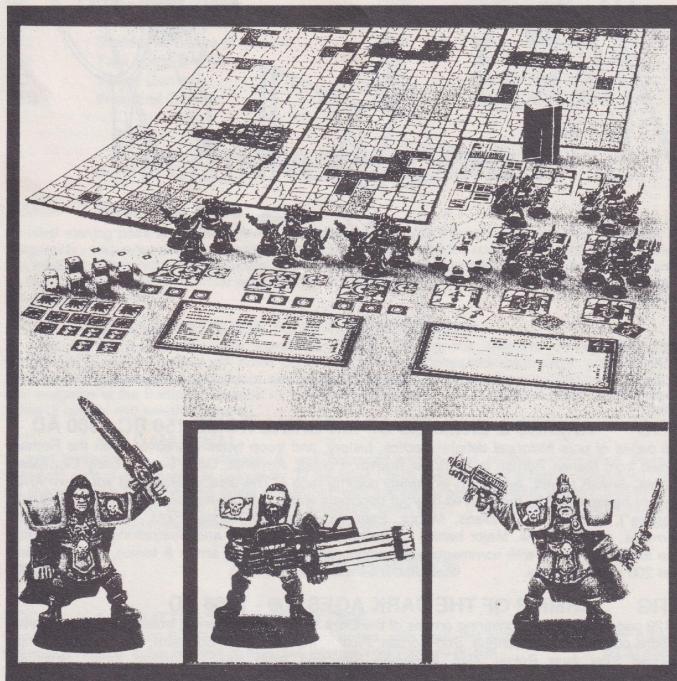
BLOOD BERETS

HEA BLOOD BERETS

A superb miniatures-boardgame set along the lines of *Space Hulk*, of similar complexity. Set in the *Mutant Chronicles* universe, in our not too distant future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and a underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. There is an excellent range of metal miniatures to supplement the game - see the miniatures section, page 47. \$60.00

HEA FURY OF THE CLANSMEN

A complete miniatures boardgame set in the world of *Mutant Chronicles*. Includes 32 Citadel sized 25mm plastic figures, being: 3 Clansmen Chieftains, 6 Regular Clansmen, 3 Clansmen Charger Carriers, 5 Dark Legion Centurions, 15 Dark Legion Necromutants. The game is about the never ending horde of Necromutants pouring forth from the Nephrite Overlord Alakhai's Citadel. Only the fabled Clansmen can stop them - but it won't be easy. Game also includes 9 gameboards, 9 hit dice, 40 counters, basic & advanced rules, etc. Good value. \$50.00



BLOOD BOWL 2nd Ed

GAM BLOOD BOWL 2nd Edition

Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc. \$89.95

GAM DEATHZONE

The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, or to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. \$45.00

CHALLENGER 2000

TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$16.00

FANTASY

SCI-FI

MODERN

TAB DIGEST # 4

Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. \$15.00

TAB DIGEST # 5

Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American hot spot forces. \$15.00

COMMAND DECISION

WWII

GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, amphibious & amphibious operations, 6 scenarios, & a D&O campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. \$55.00

FANTASY WARRIORS

FANTASY

GRE FANTASY WARRIORS 2nd Ed

Grenadier are currently busily working on a whole new version of Fantasy Warriors, though it will not be released until sometime later this year.

FUZZY HEROES

MAKE BELIEVE

INN FUZZY HEROES

A tongue in cheek miniatures game for ages 6 and up, played with any old stuffed toys & your bed spread as the gaming board. Champion the cause of the Fuzzy Heroes as they stand up to the Naughty Eye King, trying to rescue their comrades and bring them back to Frollic-Haven. This 80 page book gives profiles on several fuzzy heroes: Stuff the Magic Dragon, Sir Teddy, Just Duckie, Hoppy the Frog, Tank the Turtle, Dart Evader & his Stormy Snappers. Rules include terrain effects, simple & advanced rules, vehicles, troop types; hand, ballistic, & advanced weapons, serial movement, sieges, morale, etc. \$20.00

FUZZY HEROES with around \$100.00 retail worth of soft toys... \$50.00

INN FUZZY SOOPER HEROES

The Naughty Eye King has issued a challenge to the Knights of the Stuffed Table, but everyone knows it's a trap, so good king Swineheart orders his knights not to go. But then Yellow Bunny announced that he had found some strange, colorful outfits, that gave strange powers to anyone who wore them - so several Knights of the Stuffed Table donned these outfits and went off to the Tournament. This is their story... Includes Sooper powers, attributes, invisibility, sprayed & sonic attacks, Super agility, speed & strength, Hot Stuff, Deep Freeze, Web, Bestow, Teleport, Rules of Chivalry, & the Assault on Stuffmore Castle. 80 pages. \$20.00

INN UNDER THE COVERS

Covering the clandestine operations of Fuzzy Heroes. With rules on espionage, counter espionage, sabotage, and enough high-tech gadgets to keep any stuffed secret agent happy. It follows the trials of a little girl called Brenda, who cannot keep her room clean due to the efforts of the Naughty Eye King. So C.O.A.L.A. goes under cover, leading a hand picked squad of Fuzzy Heroes, to try to rescue the girl. \$20.00

JOHNNY REB

U.S.CIVIL WAR

GDW JOHNNY REB

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. \$40.00

KILLZONE

SCI-FI

GRE KILL ZONE

From the people who brought us Fantasy Warriors, we now have Kill Zone, the game for Grenadier's Future Warriors by Mark Coplestone. The has been designed by Nick Lund, and contains 1 26 page rulebook and 10 metal figures, being 5 troopers with helmets and 5 troopers with berets. You field squads of troopers, law enforcers, or Rebels, but gangs of street warriors, which are less well equipped. You can also have individuals such as heroes & cyborgs. Orders include Shoot (allows you to shoot & move), Stay Sharp (allows you to double your initiative), Keep Down (makes you a difficult target), Assault (to get into hand to hand) and Snipe (for those targets you simply must take out.) Weapons include handguns, shotguns, assault rifles, grenade launchers, assault cannons, lasers, scatter guns, flame throwers, razor claws, swords, chains, daggers, etc. Different units also have special rules - rebels excel at their Hit & Run order, Savages get close combat bonuses, etc. \$35.00

GRE INTO THE KILL ZONE

A tiny little A5 book with 8 pages, consisting of Starter Scenarios for Kill Zone, including: A Govt Squad meets up with an Insurgent Squad on their way home, in a town full of booby traps; the Govt forces send a team into the Kill Zone in Scenario # 1, intent on taking a prisoner alive; an Insurgent Assassin tries to do in a Govt Suit; and Govt and Scavenger forces combine to fight the Insurgents. \$3.00

NAPOLEONS BATTLES NAPOLEONIC

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

AH NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc), and 9 complete scenarios. 54 pages. \$15.00

AH NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. \$30.00

PHOENIX COMMAND**20th CENTURY****LEA PHOENIX COMMAND**

A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended. \$30.00

LEA ADVANCED DAMAGE TABLES FOR SMALL ARMS

A detailed expansion of the Hit Location and Damage tables. Includes rules for bullet paths (showing just what gets splatted), low penetration weapons, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! \$20.00

LEA ADVANCED RULES

More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills, training, etc. \$20.00

LEA ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars; plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. \$27.00

LEA CIVILIAN WEAPON DATA SUPPLEMENT

Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.) or hardcore cops 'n' robbers type overkill. \$20.00

LEA HAND TO HAND COMBAT SYSTEM

No mucking about here - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, and other friendly gadgets. Includes character generation. \$22.00

LEA HEAVY METAL

Details the capabilities, hit locations, and damage tracks for 11 types of power armor. Includes rules for weapon battlepacks, auxiliary packs, and Dragoncrest equipment. \$27.00

LEA HIGH-TECH WEAPON DATA SUPPLEMENT

Describes futuristic cyberpunk-genre weaponry (Sliver, Flechette & Lase munitions), power body armor (flex, power, etc.) Plus data on caseless ammo, mines, and launchers. \$22.00

LEA LOCK AND LOAD: VIETNAM 1965-1971

Includes seven scenarios, each with a full page map; equipment options including Punji Stakes, Trip Flares, etc; pre-generated troop data for 59 types of combatants, 13 weapons, etc. \$22.00

LEA MECHANISED COMBAT SYSTEM

The theory behind this one is that if you can't shoot straight enough to hit the buggers, then run 'em down with a great @##& tank. 112 pages of info. \$35.00

LEA MECHANISED LIGHT VEHICLES

This 40 page book features the primary Light Fighting Vehicles used by the United States and Warsaw Pact nations. Full data for each vehicle is presented, including some special rules. \$20.00

LEA MECHANISED PANZER: WW2 Medium Tanks

The status sheets for the primary medium tanks of WW2. Includes the German Pz IV F1, F2, H, and Panther, the Russian T-34/76 and 85, and the Sherman 75mm and 76mm. \$20.00

LEA MECHANISED KING TIGER: WW2 Heavy Tanks

The status sheets for the primary heavy tanks of WW2. Includes the German Tiger, King Tiger, the Soviet KV-1, KV-1s, KV-85, IS-2, IS-3m, & the US Jumbo Sherman. \$20.00

LEA MECHANISED PLAYING AIDS

540 counters which enable players to streamline play by not having to do much record keeping. Counters are for: vehicle speeds, aim times, vehicle status, artillery strikes, etc. \$18.00

LEA PHOENIX COMMAND EXPANSION

New rules includes animals in combat (from dogs to sharks to dinosaurs), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at. \$20.00

LEA PLAYING AIDS

540 counters that allow you to streamline play by having a minimum of record keeping. Counters can be used for firing stance, aim times, physical status, grenades, spotting, etc. \$18.00

LEA RUSSIAN ROULETTE

A 48 page book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a 'what if' scenario of the Soviet military trying to capture Boris Yeltsin during August's failed coup. \$20.00

LEA SPECIAL WEAPONS DATA SUPPLEMENT

32 pages detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garrotes, etc. \$20.00

LEA WORLD WAR II WEAPON DATA SUPPLEMENT

An ideal supplement for squad level WW2 miniatures games, featuring over 80 infantry weapons from pistols to rocket launchers and explosives, from 7 belligerent nations. \$18.00

LEA WORLD WAR II ANTI-TANK GUNS

The stats sheets for 24 of the primary AT guns used in World War Two, including 37mm Pak 36, 88mm Pak 43, British 2 Pounder, US M5 3 Inch Gun, Soviet 100mm D-10, etc. \$20.00

TERMINATOR 2 YEAR OF DARKNESS**SCI-FI****LEA TERMINATOR 2 YEAR OF DARKNESS**

Leading Edge have just discontinued all of their licences for all movie related products. However, we were able to snatch up good stocks of both these Terminator 2 miniatures rules and all associated miniatures, as well as a whole heap of aliens figures. So if you want to game in the T2 world, please get your orders in quickly. Once we run out of stocks, that's it.

This miniatures game is set in 2029, the Year of Darkness, the critical year in Humanity's desperate war against Skynet's legions of Terminators and Hunter Killers. Now you can field your own armies in the battles that decide whether Man or Machine will triumph. This is a fast paced game of action and destruction in a brutal future, including rules for troops, weapons, vehicles, etc. For Skynet, forces include numerous versions of the Terminator endoskeletons, flying Hunter Killers and Hunter Killer tanks, and Terminator infiltrators, such as the T-800. The Human Resistance, as lead by John Connor, includes poorly trained and badly equipped Militia to the elite forces equipped with stolen Skynet weaponry. Point Values are provided for all troops and equipment, so you can make your own games from skirmishes to big battles. Lots of B&W photos and diagrams. \$30.00

TERMINATOR 2 FIGURES (Limited Stocks)

LEA 71100 Hasta La Vista Boxed Set (8 figs, T-1000, Arnie, Sarah, etc) \$40.00
 LEA 71101 Terminator Endoskeletons (8 Terminator endoskeletons) \$40.00
 LEA 71102 John Connor's Future Soldiers Boxed set (8 figs) \$40.00
 LEA 71103 Terminator Infiltrators Boxed Set (8 Terminator infiltrators) \$40.00

**SPACE MARINE****SCI-FI****GAM SPACE MARINE**

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! \$75.00

GAM TITAN LEGIONS

We've been looking forward to the release of this boxed set for some time. It comes with a humongously big Imperator Titan plastic model kit, 2 Ork MegaGargants, 10 Imperial Knights, 12 new Ork Tanks, and brand new buildings. Lookin' good! \$99.00

GAM ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. \$45.00

GAM RENEGADES

Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millennium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. \$45.00

GAM ORK & SQUAT WARLORDS

Rules, data, background info, and cards on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. \$45.00

GAM SPACE MARINE BATTLES

A 144 page book, containing 8 full color plates of templates & army cards, which is a compilation for Space Marine. It contains four epic battle reports, brand new tactics for armies, special rules for fighting attack and defence games, including: bunkers, razor wire, minefields, fortifications. Has full rules for all of the Imperial Titans, Ork Great Gargant, Tzeentch Daemon Engines, and mighty heroes such as Ghazghkull Thraka, Commissar Yarrick, & Ragnar Blackname. \$30.00

GAM TYRANIDS

The Tyranid supplement for Space Marine is due out in February. I presume it will be a boxed format similar to Renegades, but we'll have to wait and see. What I do know is that there will be released at the same time a horde of new miniatures to add Tyranids to Space Marine, including a stunning Hive Tyrant, and hordes of living, bio-organic tanks and vehicles. Due Feb. \$TBA

STRIKER II**SCI-FI****GDW STRIKER II for Traveller the New Era**

A 160 page softback book of rules, including a sheet of laminated counters. This is the miniatures rules for combat of the 58th Century, the world of Traveller the New Era. Now the epic planetary engagements of the New Era, the Final War, or the Frontier Wars are under your control, allowing you to command battalions of lift infantry, drop troops, and grav armor. The rules are fully compatible with Traveller. They are an extensive resource of military hardware and organizations, from the jeeps and tracked vehicles of the Wilds units to the speeders and grav tanks of a Reformation Coalition Marine Brigade. Has rules on orbital bombardment, drop troops, antimissile fire control, planetary environment, campaign rules, etc. \$40.00

TACTICA**ANCIENT****QUA TACTICA**

A comprehensive set of rules for 25mm (or 15mm) ancient era battles and campaigns. The mechanics stress the historical limitations of units, manoeuvre restrictions for certain troop types, battle line depth and frontage, angle of attack, troop quality, etc. 90 pages, with some glorious photos. Includes exhaustion, wheeling, post melee movement, massed & skirmish missile fire.

variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual yet playable format.

WARHAMMER FANTASY

FANTASY

GAM WARHAMMER FANTASY BATTLES BOXED SET

This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice.

\$85.00

GAM WARHAMMER BATTLE MAGIC

A 1.8 kg boxed set detailing magic in the Warhammer Fantasy World. Includes rulebook, 36 card magic deck, 10 spell effect templates, 135 spell cards, warp tokens, card markers, and 111 magic items.

\$60.00

GAM WARHAMMER ARCANE MAGIC

I'm not sure if this is just another magic supplement for Warhammer Fantasy, or if it replaces Warhammer Battle Magic. So more details later.

\$45.00

GAM WARHAMMER ARMIES: THE EMPIRE

1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knights Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc.

\$30.00

GAM WARHAMMER ARMIES: HIGH ELVES

The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc.

\$30.00

GAM WARHAMMER ARMIES: ORCS & GOBLINS

The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobber, etc.

\$30.00

GAM WARHAMMER ARMIES: DWARFS

Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario.

\$30.00

GAM WARHAMMER ARMIES: UNDEAD

With a detailed history of the Undead from the birth of Nagash, and the dreaded vampire Counts of Sylvan. The army lists include Vampire Counts, Wight Lords, Mummy Tomb Kings, Wraiths, Zombies, Screaming Skull Catapults, etc. Includes undead heroes, such as Nagash, Dieter Helsnicht the Doomboss, Arkhan the Black, Heinrich Kemmler the Lichemaster, etc. With complete rules for all undead creatures, 10 new magic cards, and a scenario.

\$30.00

GAM WARHAMMER ARMIES: SKAVEN

A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warpwife thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc. Also includes painting guides.

\$30.00

GAM WARHAMMER ARMIES: CHAOS

A boxed set with special rules to cover Chaos Gifts, Rewards, magic, mutations, spawn, and a complete army list for the Chaos Elves, with Chaos Warriors, Champions, Sorcerers, Beastmen, the powerful daemons, and special characters. With Chaos Army Book, 20 Chaos Reward Cards, 13 Magic Item Cards, 48 Chaos Gifts Cards, 10 Slaanesh Spell Cards, 10 Tzeentch Spell Cards, 10 Nurgle Spell Cards, 16 counters.

\$45.00

GAM WARHAMMER ARMIES - DARK ELVES

A comprehensive history of the Dark Elves, covering their heroes and characters, all regiment and unit types, weapons, tactics, army lists, etc. Due March.

\$30.00

GAM CITADEL MINIATURES PAINTING GUIDE

A 14 page full color guide to painting Citadel miniatures, complete with painting techniques, equipment, and photos of heaps of figures. This is a new version including the WARHAMMER FANTASY BATTLES boxed set figures.

\$2.00

GAM 'EAVY METAL PAINTING GUIDE

A complete painting guide from the Citadel team. All aspects of miniatures preparation and presentation are covered. There are many full color pages and diagrams on such subjects as: horses, faces, lots of fantasy & some sci-fi.

\$24.00

GAM WARHAMMER ARMIES PAINTING GUIDE

This 'Eavy Metal painting guide is the essential reference for miniature painters, and is specially designed for painting large numbers of figures for armies. All the main races are included, with detailed stage by stage color photos showing how to paint your army. With special tips for painting unit leaders and character models.

\$30.00

WARHAMMER 40,000

SCI-FI

GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamer. There is a rulebook, Wargear equipment book, Codex Imperial, background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out.

\$90.00

GAM CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmann & Logan Grimnar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide.

\$30.00

GAM CODEX ELDAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.

\$30.00

GAM CODEX ORCS

96 page book detailing the orcs, gretchin, & snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide.

\$30.00

GAM CODEX ULTRAMARINES

96 page book detailing the next most popular Space Marine Chapter. Due March.

\$30.00

GAM CODEX TYRANIDS

96 page book covering my personal favourites - those four armed fiends whose mating call is the sound of a Terminator's Storm Bolter jamming! Bring on the Genestealers, their Tyranid masters, the Hive Tyrant, Hunter Slayers, Carnifex, and hopefully - Razorwings, Protoid, Spore Mines, Hordes, Fleshstealer, and organic, living wargear, vehicles, characters, etc. Due June.

\$30.00

GAM DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafarr cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game, eg. if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers.

\$60.00

GAM 'EAVY METAL WARHAMMER 40,000 PAINTING GUIDE

The definitive volume to painting Warhammer 40,000 miniatures. It is broken down into easy to follow sections on the main races and troop types in the 40K universe. It includes everything from preparing your models, through detailed color schemes and how to apply them, to painting special character models. This is the painting guide you need. 96 pages, including color banners.

\$30.00

GAM 'EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Knights Panther, Chaos Dragon, etc.

\$30.00



HISTORICAL MINIATURES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

RAL PARTHA

25mm

Army Packs

True 25mm Metal Miniatures

RAL25036 Macedonian Army (Over 80 figures) \$120.00
24 Phalangites, 11 Companion Cav, 6 Prodromoi, 12 hypaspist, 12 Javelinmen, 6 cretan archers, 9 Thessalian Cavalry, and command figures and army standards.

RAL25127 Medieval Samurai (66 figures) \$90.00
Mtd & foot C-in-C, 17 Mounted Samurai, 17 foot Samurai, 2 standards, 30 Ashigaru.

MUSEUM MINIATURES

15mm

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

MUSSE1 Macedonian Phalangite (1) \$0.55
MUSSE2 Seleucid/Successor/Hellenist Phalangite \$0.55
MUSSE3 Thracian Foot with Rhomphia (1) \$0.55
MUSSE4 Peltast with crescent shld & javelin (1) \$0.55
MUSSE5 Psiloi with javelin & shield (1) \$0.55
MUSSE6 Psiloi with javelin & shield \$0.55
MUSSE7 Spartan or Later Hoplite (1) \$0.55
MUSSE8 Early/Mercenary Hoplite (1) \$0.55
MUSSE9 Lycian/Pamphylian/Mysian spear & shld \$0.55
MUSSE10 Lycian/Pamphylian spear, round shld \$0.55
MUSSE11 Persian Cavalryman armed with spear \$1.10
MUSSE12 Persian Archer in trousers & tunic (1) \$0.55
MUSSE13 Thracian slinger with shield & cap (1) \$0.55
MUSSE14 Scythian foot archer, with fox skin cap (1) \$0.55
MUSSE15 Thracian Peltast with spr shld, greaves (1) \$0.55
MUSSE16 Greek/Thracian Hv Cv w/bronze cuirass \$1.10
MUSSE17 Spartan Hoplite or General, with cape (1) \$0.55
MUSSE19 Illyrian Foot with shield & javelin (1) \$0.55
MUSSE21 Bactrian Heavy Cavalry/Sub General (1) \$1.10
MUSSE22 Scythian Heavy Cavalry, unarmored horse \$1.10
MUSSE23 Scythian Foot with spear & javelin (1) \$0.55
MUSSE24 Scythian Foot armed with axe (1) \$0.55
MUSSE25 Scythian Cavalry on armored horse (1) \$1.10
MUSSE26 Veteran/Guard Phalangite (1) \$0.55
MUSSE27 Scythian Horse Archer (1) \$1.10
MUSSE28 Saka Cavalry on armored horse (1) \$1.10
MUSSE29 Bactrian/Sogdian/Scythian Horse Archer \$1.10
MUSSC01 Seleucid C-in-C/General (1) \$1.10
MUSSC02 Seleucid/Successor Companion/Agema \$1.10
MUSCC03 Scythian/Armenian Horse Archer (1) \$1.10
MUSCC04 Macedonian/Successor Companion Cav \$1.10
MUSCC05 Seleucid/Successor Cataphract SHC (1) \$1.10
MUSCC06 Tarantine Light Cavalry with Javelin (1) \$1.10
MUSIE11 Macedonian Elephant w/driver & pikeman \$8.25
MUSIE12 Seleucid Elephant, tower, driver, 3 crew \$8.25
MUSIE14 Successor Elephant, tower, driver, 2 crew \$8.25
MUSBS01 Macdn/Succsrr Bolt Thrower & 2 crew \$5.50
MUSNS01 Greek Psiloi/Cretan archer (1) \$0.55
MUSNS01 Greek Psiloi Slinger (1) \$0.55
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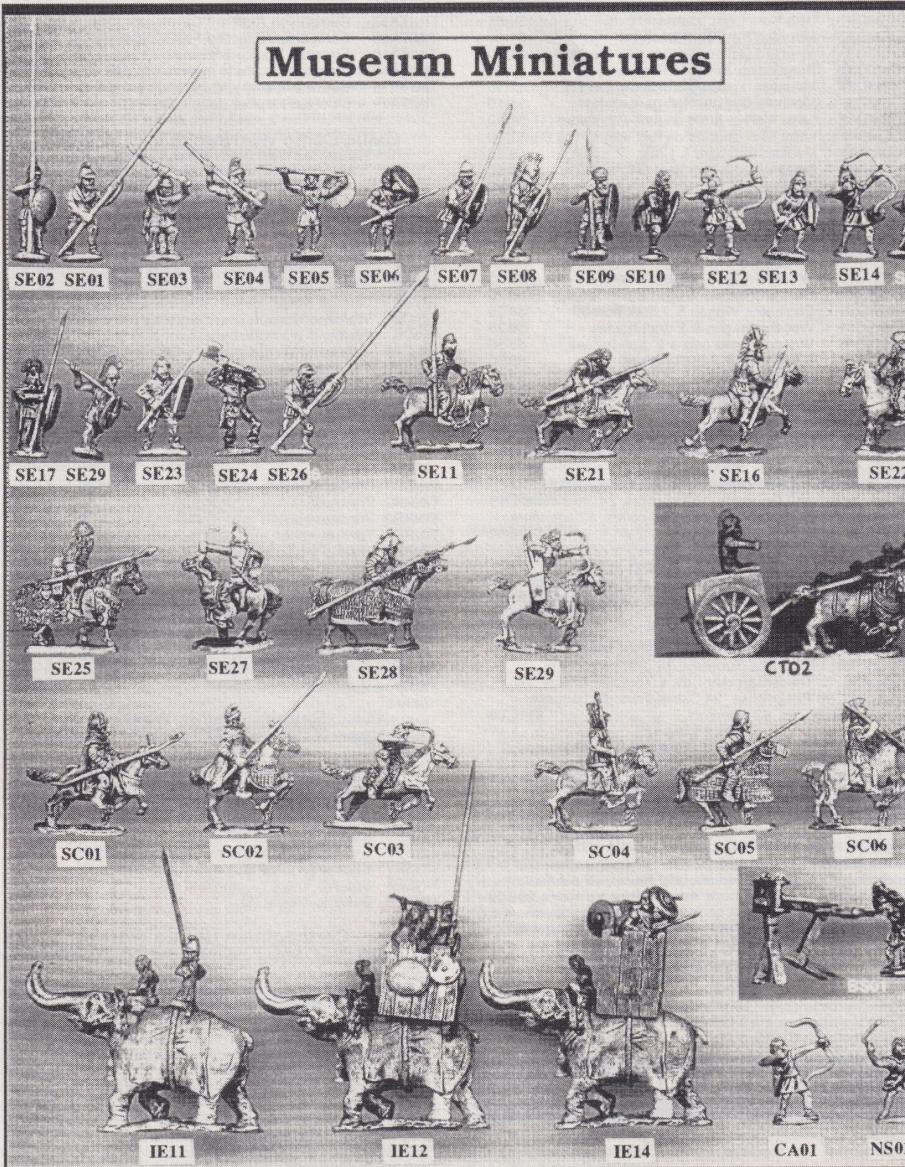
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15mm

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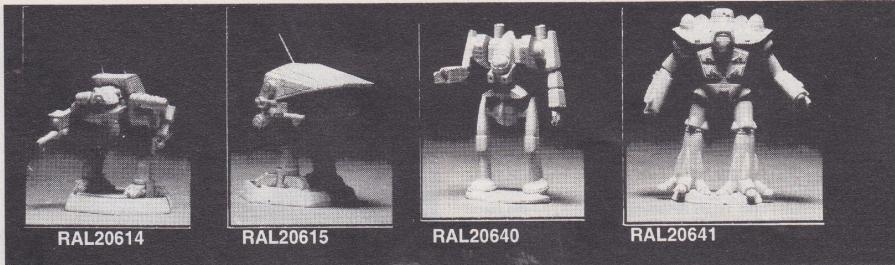
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RAL20882	WASP LAM	\$8.95			
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RAL20895	EXTERMINATOR	\$9.95			
RAL20896	HIGHLANDER	\$10.95			
RAL20897	ANNIHILATOR	\$11.95			
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	DAISHI, Vulture, Madcat, Thor				
	DAISU, Masakari, Gladiator, Man O' War				
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RAL20704	CHEETAH F-10	\$6.50			
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RAL20711	SCHOLAR	\$6.50			
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Pegasus



11-424
Unicorn

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FANTASY

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FANTASY ARMY PACKS

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RAL02051	GOBLIN SPEARMEN (6)	\$12.50
RAL02052	GOBLIN SWORDSMEN (6)	\$12.50
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02-401
Great Fire Dragon

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OGRE

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WES40417	REBEL COMMANDOS # 2 (3)	\$12.95
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GRENADIER

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ORCS WITH HAND WEAPONS

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GRE8508	UNDEAD WARRIORS W/2 HANDED WPN	\$14.95
GRE8509	UNDEAD ARCHERS (5)	\$14.95
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GRE8512	UNDEAD CAVALRY (2)	\$14.95
GRE8513	UNDEAD CAVALRY COMMAND (2)	\$14.95
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	Battleleader, 6 foot knights, 10 polearms, 10 archers, 3 bearers, 2 champions, 1 musician, 3 unit leaders, 1 hero	
GRE9403	WOOD ELF ARMY (33)	\$54.95
	Battleleader, 7 swordsmen, 7 spearmen, 8 archers, 3 standard bearers, 2 musicians, 3 unit leaders, 1 herald & hero.	
GRE9404	UNDEAD ARMY (26)	\$54.95
	Warchief, giant, 9 spearmen, 8 archers, 2 standard bearers, necromancer, musician, 2 unit leaders, champion.	
GRE9405	FIGHTING MEN CAVALRY (16)	\$59.95
	Mtd Warchief Knight, Mtd Champion Knight, 6 mtd knights, 8 mtd men-at-arms.	

GRE9406 ORC STARTER ARMY (27)

	Giant orc warchief, 4 giant orcs, wolf rider hero, orc shaman, 10 orcs w/2 handed wpn, 10 orcs w/ 1 handed wpn, 10 archers	\$54.95
GRE9407	HIGH ELF CAVALRY ARMY (16)	\$59.95
	Elf mtd warchief, 15 elf mounted spearmen	
GRE9408	AMAZON ARMY (19)	\$54.95
	1 battleleader, enchantress, 12 infantry with spears, including leader, champion, drummer, standard bearer, 5 tiger riders	
GRE9409	HIGH ELF ARMY (30)	\$54.95
	10 High elf archers with command, 10 spears with command, 9 2 handed weapons with command, 1 battleleader	
GRE9410	RATMEN ARMY (28)	\$54.95
	10 ratmen with polearms with command, 10 ratmen with swords & command, 7 ratmen snipers, 1 battleleader.	
GRE9411	DWARF ARMY (26)	\$54.95
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Clamshell blisters with () exaggerated 25mm figures

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Boxed Sets with one 25mm scale dragon.

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Fully compatible with Warhammer 40K

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True 15mm Figures

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GRENDEL



25mm Fantasy Resin Boxed Scenery

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2 gargoyle statues, gateway, altar
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GRNF0004 Widows Lair: huge & ugly spider, lair, \$23.95
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15cm x 14cm tomb gateway, with 2 stone gods

Julie Guthrie
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GRNF0025	Goblin Torturers Chamber	\$25.95
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(Throne, workbench, magic portal, bookcase, chest & sideboard.)		
GRNF0030	Black Orcs (12 25mm figures, 4 types)	\$25.00
GRNF0031	Bear Clan Barbarian Axemen	\$25.00
(12 25mm figures, 4 types)		
GRNF0032	Dwarf Goliath Warmachine	\$40.00
(Huge mobile bombard & twin cannons)		
GRNF0033	Black Orc Warbeasts (2)	\$35.00
GRNF0034	Skull Bridge & Skull Gateway	\$30.00
GRNF0035	Goblin Encampment (5 tents & camp fire)	\$35.00
GRNF0037	Ruined Cathedral	\$30.00
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GRNF0038	Temple of Horus	\$45.00
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GRNF0039	Egyptian Palace Entrance & 2 Obelisks	\$40.00
GRNF0040	Dwarf Garrison Stronghold	\$55.00
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GRNF0043	The Dungeon Stair with table & door,	\$35.00
wall with skeletons, cell door, well, & cell interior.		
GRNF0044	Dwarf Axemen (12 25mm figures, 4 designs.)	\$25.00
GRNF0045	Dwarf X-bowmen (12 25mm figures, 4 designs)	\$25.00
GRNF0046	Temple of Set (2 fountains, doorway, altar, treasure)	\$35.00
GRNF0047	Barbarian Huts (2 large huts)	\$30.00
GRNF0048	Fantasy Bazaar (5 piece market)	\$35.00
GRNF0055	Gothic Crypt	\$30.00
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GRNF0056	DWARF SIEGE GUNS	\$30.00
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GRNF0057	DUNGEON MINES	\$30.00
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GRNF0058	DWARVEN GUN TOWER	\$35.00
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25mm Kryomek Resin Figures & Scenery

GRNF0005	Interdiction Marines: 10 resin marines & BattleSuited Marines: 10 Terminar figure	\$17.95
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GRNF0008	Sci-Fi Doors & Floors: 6 doors, 8 x A5	\$20.95
	cardstock floor plans.	
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	Cyberpunk security grav car, & street gang buggy	
GRNF0021	Raptor Biped Walker	\$29.95
	110mm tall walker with chain-gun	
GRNF0022	Nemesis Biped Walker	\$29.95
	110mm tall walker with 3 chain-guns	
GRNF0023	Imperial Marines (10 elite guardsmen)	\$19.95
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GRNF0029	CyberBar, tables, chairs, wall panels	\$27.00
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MITHRIL

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	THE VENGEANCE OF SMAUG	\$59.95

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Frodo & Sam in Mordor

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HEARTBREAKER

MUTANT CHRONICLES

Blisters with () exaggerated 25mm Sci-Fi figures.

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HEA7004 Pretorian Stalker with heavy wpn (1) \$3.50
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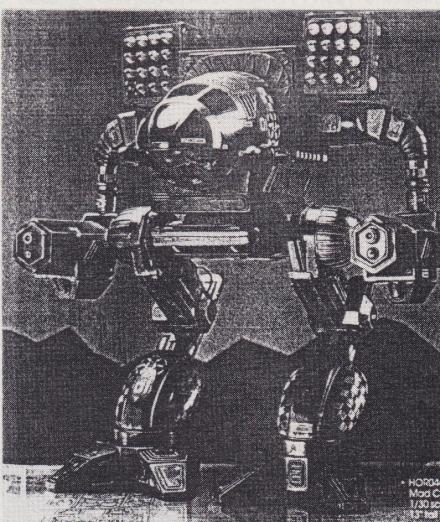
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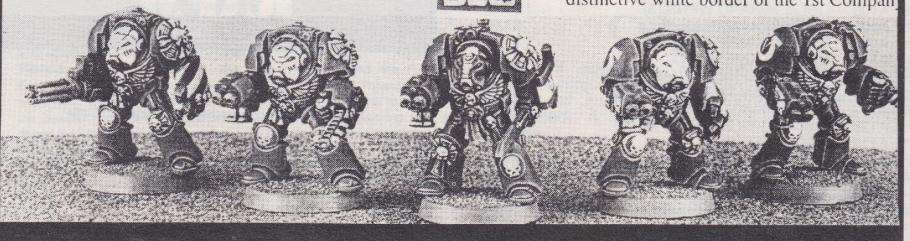
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TERMINATOR SQUAD CALIDUS OF THE ULTRAMARINES.



This Ultramarines Terminator squad is known as the squad Calidus after its Veteran Sergeant. The name is incorporated onto the banner along with the typical honour badge – a wreathed skull. In addition to these markings, the banner displays the Chapter icon, squad number and the distinctive white border of the 1st Company.



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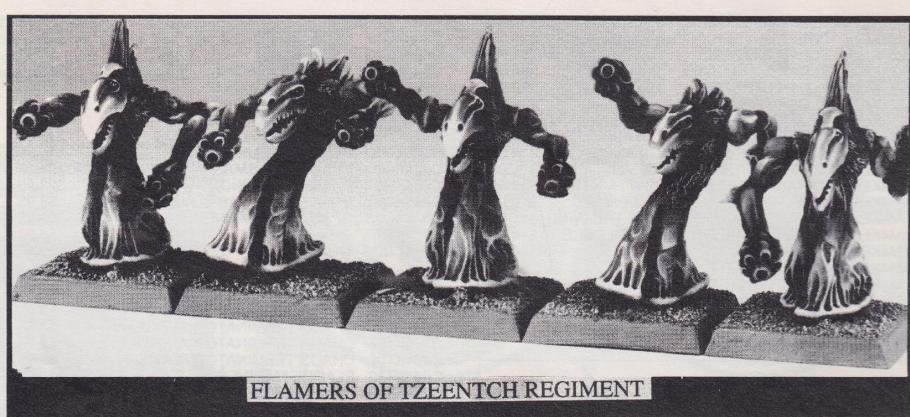
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UNDEAD ARMY	\$275.00
2000 point army - Dieter, Vampire Count, 6 Undead Cavalry, 20 Skeletons, 14 Zombies, 12 Ghouls, 2 Skull Chuckers, 2 Carrion, 2 Undead Chariots, banners.	

BLOOD ANGELS SPACE MARINE ARMY	\$250.00
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.	

SPACE ORK ARMY	\$275.00
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ELDAR ARMY	\$275.00
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.	

SPACE CRUSADE (with lots of plastic figures)	\$25.00
STORMBOYZ BOXED ASSAULT SQUAD (5)	\$39.95

PULSA ROKKIT & 2 CREW	\$23.95
TRAKTOR KANNON & 2 CREW	\$23.95

SPACE ORK BANNERS	\$10.50
ELDAR GUARDIANS (10 PLASTIC)	\$23.95

ACCESSORIES

GLUE		
CIXCG1	SUPER GLUE	\$8.95
CIXCG2	LIQUID POLY	\$5.95
CIXCG3	PVA GLUE	\$11.95

CARRYING CASES		
CIXFC01	FIGURE CASE	\$29.95

SLOTTA BASES		
CIXSLT01	SB1 20MM SQUARE	\$2.95
CIXSLT02	SB2 25MM SQUARE	\$2.95
CIXSLT03	SB3 25X50 HORSE	\$2.95
CIXSLT04	SB5 40MM MONSTER	\$2.95
CIXSLT05	SB6 PERSPEX STAND	\$2.95
CIXSLT06	SB7 ROUND BASES	\$2.95
CIXSLT07	SB8 EPIC BASES	\$2.95

BADGES		
CIXBAD01	WARHAMMER EAGLE LGE	\$11.95
CIXBAD02	WARHAMMER EAGLE SM	\$8.95
CIXBAD03	TERMINATORS HONOURS	\$14.95
CIXBAD04	WARHAMMER LOGO	\$11.95

DICE	

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CI83366	SCORPION GREEN	\$3.00	RAL77770	TENTACLE PINK	\$3.50
CI83367	HAWK TURQUOISE	\$3.00	RAL77771	DRAGON TONGUE PURPLE	\$3.50
CI83368	FESTERING BLUE	\$3.00	RAL77772	SEMBIA RED	\$3.50
CI83369	HIDEOUS BLUE	\$3.00	RAL77773	CORMYR BLUE	\$3.50
METALLICS					
CI83305	MITHRIL SILVER	\$4.50	RAL77774	MIND FLAYER MAUVE	\$3.50
CI83306	SHINING GOLD	\$4.50	RAL77775	PALADIN BLUE AD&D	\$3.50
CI83309	CHAINMAIL	\$4.50	RAL77776	DRAGON SCALE BLUE	\$3.50
CI83318	TIN BITZ	\$4.50	RAL77777	BULETTIE BLUE AD&D	\$3.50
CI83347	BOLTGUN METAL	\$4.50	RAL77778	REMORHAZ BLUE AD&D	\$3.50
CI83348	POLISHED BLUE	\$4.50	RAL77779	STORM GIANT GREEN	\$3.50
CI83349	DWARF BRONZE	\$4.50	RAL77780	BEHIR BLUE AD&D	\$3.50
CI83350	AMETHYST PURPLE	\$4.50	RAL77781	TROLL FLESH GREEN	\$3.50
CI83351	BEATEN COPPER	\$4.50	RAL77782	ELVEN GREEN	\$3.50
CI83352	GLISTENING GREEN	\$4.50	RAL77783	GOHUL FLESH LIME	\$3.50
CI83364	BRAZEN BRASS	\$4.50	RAL77784	BULLYWUGS BELLY GREEN	\$3.50
CI83370	BURNISHED GOLD	\$4.50			

WASHES AND GLAZES

CI83319	RED WASH	\$3.00
CI83336	FLESH WASH	\$3.00
CI83337	ORC FLESH WASH	\$3.00
CI83338	BLUE WASH	\$3.00
CI83339	YELLOW WASH	\$3.00
CI83340	BROWN WASH	\$3.00
CI83341	CHESTNUT WASH	\$3.00
CI83342	ARMOR WASH	\$3.00
CI83353	ORANGE WASH	\$3.00
CI83356	PURPLE WASH	\$3.00
CI83357	BLACK WASH	\$3.00
CI83371	GREEN WASH	\$3.00
CI83374	YELLOW GLAZE	\$3.00
CI83355	BLUE GLAZE	\$3.00
CI83372	RED GLAZE	\$3.00
CI83373	GREEN GLAZE	\$3.00
CI83374	PURPLE GLAZE	\$3.00
CI83375	TURQUOISE GLAZE	\$3.00

PAINT BRUSHES

CITADEL PAINT BRUSH SET	\$18.00
CITADEL FINE DETAIL BRUSH	\$6.00
CITADEL STANDARD BRUSH	\$6.00
CITADEL BASE BRUSH	\$6.00
CITADEL LARGE BRUSH	\$7.50
CITADEL SMALL DRYBRUSH	\$7.50
CITADEL LARGE DRYBRUSH	\$7.50

SPRAY PRIMER

PSP01 WHITE PRIMER	\$14.95
PSP02 BLACK PRIMER	\$14.95
PSP03 CLEAR VARNISH	\$14.95

FIGURE CASES

CHX2850 80 Compartments (2 Pre-cut foam inserts) \$44.95
Suitable for 25mm humanoid figures.
CHX2851 56 Compartments (2 Pre-cut foam inserts) \$44.95
Can carry 28 mechs, or 56 larger 25mm figures.
CHX2852 40 Compartments (1 Pre-Cut foam insert) \$44.95
Various compartment sizes, for large figures.

MINIATURES PAINTING SERVICE

We are pleased to offer all of our customers a miniatures painting service, using primarily Southern Cross Miniatures, an out-of-house professional miniatures-painting business. **We expect a four week turn around on orders.** You may either:
a) request us to have figures you are buying from us to be painted before we deliver them to you, or
b) you can send to us any figures you currently own that you wish to be painted.

The rates and terms are as below:

Painting Technique A: The highly detailed Citadel Connoisseur quality paint job. Includes shading, assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc! Monsters & machines require a lot of assembly work, hence their high price.

Painting Technique B: High quality paint job which includes shading, assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc! Monsters & machines require a lot of assembly work, hence their high price.

Painting Technique C: The wargames standard paint job for those rank & file figures, which includes assembly & basing of miniatures. Please tell us what base sizes the miniatures should be on, & any required colors, etc!. **Painting Technique C is not available on 25mm Fantasy and Science Fiction figures, as the figures are too detailed and are of too high a quality to be given such a paint job.**

RAL PARTHA ACRYLIC PAINTS

PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	\$24.95
Silver, gold, black, white, blue, green, red, yellow, brush & figure.		
RAL77740	AUTUMN COLOURS	\$17.95
Autumn gold, khaki, brown, woodbrown, pink, green, armor grey.		
RAL77741	SUMMER COLOURS	\$17.95
Flaxen yellow, adobe & dunkei brown, evergreen, armor grey, olive.		
RAL77750	CHAOS WAR COLOURS	\$17.95
Mold slate, burgundy, metallic blue, green & red.		
RAL77790	SILKS AND SATINS AD&D	\$15.95
Royal blue, lavender, blue, royal red, white, green.		
RAL77791	NATURAL COLORS AD&D	\$15.95
Werewolf brown, yellow, pink, elemental orange, moss green, blue.		

ACCESSORIES

RAL77725	SPRAY PRIMER	\$8.95
RAL77726	SPRAY CLEAR MATTE SEALER	\$8.95
RAL77727	DRAGONSCALE METALLIC CREAMS	\$19.50
RAL77728	BRUSH KIT	\$14.95
RAL77729	SPONGE APPLICATOR BRUSHES	\$2.50

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	\$3.50
RAL77702	SILVER METALLIC	\$3.50
RAL77703	BRONZE METALLIC	\$3.50
RAL77704	STEEL	\$3.50
RAL77705	FLESH	\$3.50
RAL77706	WHITE	\$3.50
RAL77707	GRAY	\$3.50
RAL77708	BLACK	\$3.50
RAL77709	SHAMROCK GREEN	\$3.50
RAL77710	FOREST GREEN	\$3.50
RAL77711	DUN	\$3.50
RAL77712	LEATHER	\$3.50
RAL77713	RED BROWN	\$3.50
RAL77714	DARK BROWN	\$3.50
RAL77715	IVORY	\$3.50
RAL77716	YELLOW	\$3.50
RAL77717	ORANGE	\$3.50
RAL77718	RED	\$3.50
RAL77719	SKY BLUE	\$3.50
RAL77720	TRUE BLUE	\$3.50
RAL77721	DARK BLUE	\$3.50
RAL77722	COPPER METALLIC	\$3.50
RAL77723	PURPLE	\$3.50
RAL77724	KHAKI	\$3.50
RAL77761	AGED METAL AD&D	\$3.50
RAL77762	FROST GIANT WHITE AD&D PAINT	\$3.50
RAL77763	MINOTAUR FUR BROWN	\$3.50
RAL77764	HELL HOUND BROWN AD&D	\$3.50
RAL77765	DAMSEL FLESH AD&D	\$3.50
RAL77766	MAINCORE MANE YELLOW AD&D	\$3.50
RAL77767	MOLD YELLOW	\$3.50
RAL77768	GOBLIN FLESH TANGERINE	\$3.50
RAL77769	DRAGON SCALE RED	\$3.50

Fantasy & Sci-Fi	Painting Technique Prices (incl. basing)		
	A	B	C
25mm Foot Figures, Mechs	\$18.90 per figure	\$8.40 per figure	
25mm Mounted	\$29.40 per figure	\$12.60 per figure	
Monsters/Machines	Model's	Model's	-
	Retail x 2	Retail x 1	

Historical	Painting Technique Prices (incl. basing)		
	A	B	C
5mm Foot	-	-	\$0.32 per figure
5mm Mounted, Artillery	-	-	\$0.58 per figure
15mm Foot *	\$3.15 per figure	\$2.10 per figure	\$1.58 per figure
15mm Horse *	\$6.30 per figure	\$4.20 per figure	\$3.15 per figure
15mm Artillery *	-	-	\$3.15 per cannon
25mm Foot	\$6.30 per figure	\$4.20 per figure	\$3.15 per figure
25mm Horse	\$12.60 per figure	\$8.40 per figure	\$6.30 per figure
25mm Artillery	-	-	\$6.30 per cannon
Freight	\$6.00 per \$100.00 of total paint job worth		
	We will send the painted models to you via an insured carrier, but only if you supply us with your daytime delivery address, ie, not a Post Office Box, Mail Service, etc.)		

Please note: all sales are final, and no work will be undertaken unless we have received payment in full for the paint job ordered.

* Includes 15mm Fantasy. Note that 15mm Fantasy, 15mm 7 Years War, & 15mm Napoleonic figures can only be painted at painting rates A or B.